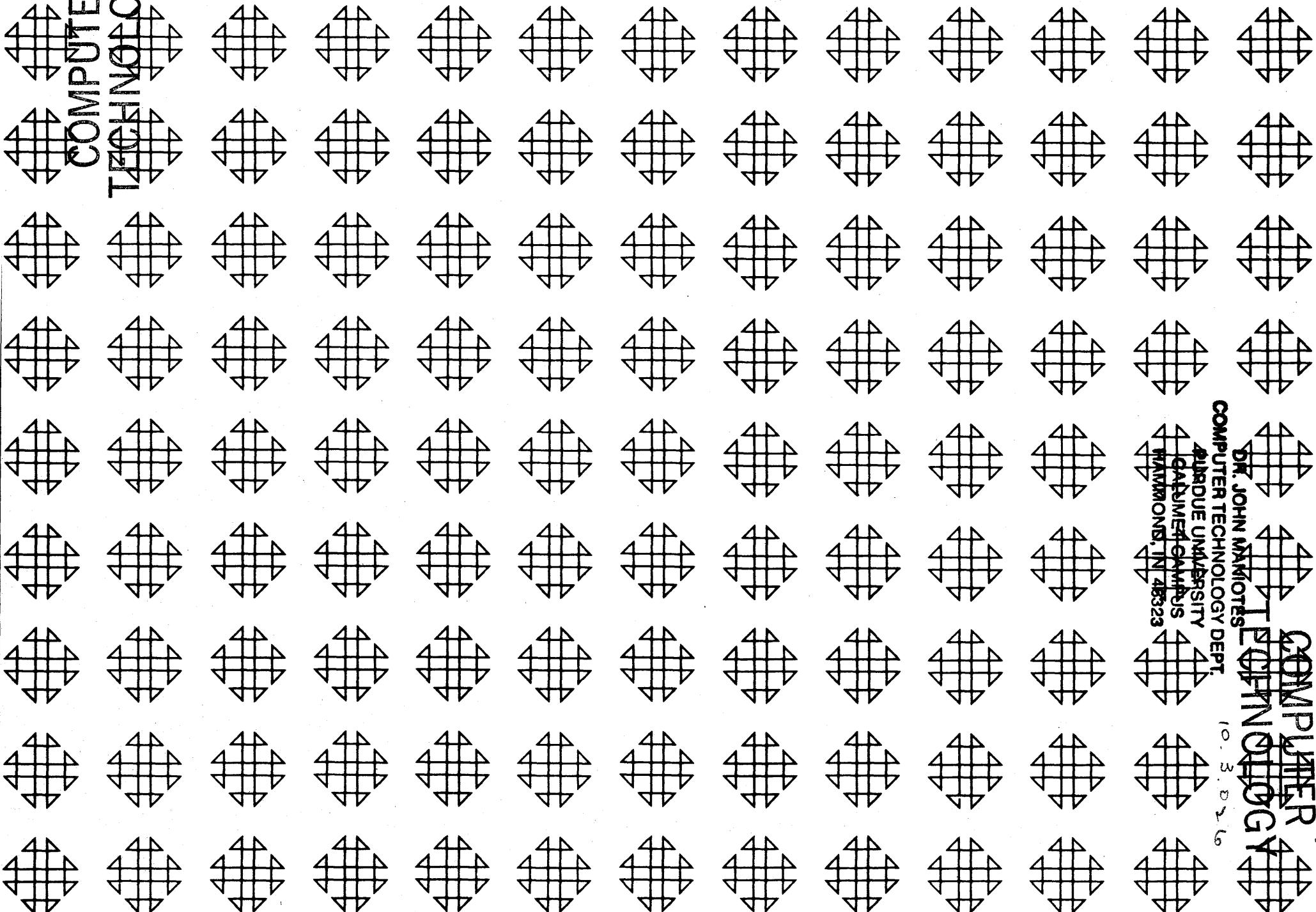


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A Dynamic Programming Algorithm FORTRAN Coded, for Gross Production Scheduling

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A1

A DYNAMIC PROGRAMMING ALGORITHM FORTRAN CODED
FOR GROSS PRODUCTION SCHEDULING

DECK KEY

1. Sample Problem 0, 1, 2
(Refer to Page 17 for Input data listings)
2. Object Deck
3. Source Deck

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Modifications or revisions to this program, as they occur,
will be announced in the appropriate Catalog of Programs
for IBM Data Processing Systems. When such an announce-
ment occurs, users should order a complete new program
from the Program Information Department.

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PROGRAM ABSTRACT

Title: A Dynamic Programming Algorithm FORTRAN Coded, for Gross Production Scheduling.

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Purpose: To solve non-linear production scheduling problems concerning "N" products, each product with up to "M" possible production levels, each level having an associated profit (or cost) figure.

Hardware: 40K, 1620, Card I/O, hardware divide

Procedure: Dynamic programming algorithm, described in the body of the write up.

Execution Time: Heavily dependent on the size and data of the problem. No general rule is possible to give. A typical problem involving 9 products, 7 levels for each took 4 minutes.

Source Language: FORTRAN with FORMAT

Accuracy: Usual 8-digit FORTRAN Accuracy

Limitations: N less than or equal to 199. M less than or equal to 40.

Checkout Status: Checked out completely for N up to 9, M up to 40, Logically for N up to 199.

Comments: This program and its documentation were written by an IBM employee. It was developed for a specific purpose and submitted for general distribution to interested parties in the hope that it might prove helpful to other members of the data processing community. The program and its documentation are essentially in the author's original form. IBM serves as the distribution agency in supplying this program. Questions concerning the use of the program should be directed to the author's attention.

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ABSTRACT

This program has been proven successful in solving production scheduling problems involving N products, each product with up to M possible production levels, each level having associated with it a profit (or cost) figure. There is no mathematical relationship assumed or necessary in any case between production levels and profit (or cost) figures. Said problem being subject to one constraint—that the total of all production units be less than or equal to a pre-set "budget."

Table 1

A DYNAMIC PROGRAMMING ALGORITHM, FORTRAN CODED,
FOR GROSS PRODUCTION SCHEDULING

J. W. Burgeson
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I INTRODUCTION - THE PROBLEM

This program is one which has been profitably employed in situations where linear programming techniques would have applied except for the non-linearity of the problem.

As described in this report, the program is shown in the process of determining an optimum production schedule of N products, each product with M or less feasible production levels, subject to a constraint that the totality of all units produced be less than some "budget." Associated with each production level for each product is some profit (or cost) figure, there being no particular relationship in any case between production level and this figure.

II THE SOLUTION

Source Language: IBM FORTRAN with FORMAT
Machinery: Card 40K 1620 with hardware divide
Restrictions: N less than or equal to 199
 M less than or equal to 40
Execution Time: See Section V, page 10.

III Description of the Algorithm

While giving a mathematical description of the algorithm, it is convenient to describe it also by example. The form of this example is as follows:
(Sample Problem 0)

Consider the manufacture of three products, 1, 2, and 3. We are given data on these products concerning the possible production levels for each and for each level an associated profit. In table form:

<u>X_1</u>	<u>Prod. 1</u>		<u>Prod. 2</u>		<u>Prod. 3</u>	
	<u>$V_1(X_1)$</u>	<u>X_2</u>	<u>$V_2(X_2)$</u>	<u>X_3</u>	<u>$V_3(X_3)$</u>	
0	0.0	10	-1.0	0	0.0	
10	1.0	20	0.5	5	0.3	
20	2.0	30	0.8	10	0.9	
30	2.5	40	1.4	15	1.7	
		50	1.8	20	1.8	

Where X_j ($j = 1, 2, 3$) is the feasible levels vector of production for product j , V_j is the associated profit vector. X_{ji} then is the i^{th} level of production of product j , V_{ji} is the associated profit.

If we have no "budget," we can solve the above by inspection for an optimum solution. Produce 30 of 1, 50 of 2, 20 of 3. No problem.

Suppose, now, we do have a "budget" and that it is less than 100 units.

What we are looking for is an optimum combination of level selection from the table. In such a simple problem, we can still solve the problem by inspection, however, not particularly fast nor easily. The solution table for all budgets from 100 to 10 (in steps of 10) is:

Table 2

<u>Budget</u>	<u>Level of 1</u>	<u>Level of 2</u>	<u>Level of 3</u>	<u>Total</u>
100	30	50	20	100
90	30	40	20	90
80	20	40	20	80
70	30	20	20	70
60	20	20	20	60
50	20	20	10	50
40	20	20	0	40
30	10	20	0	30
20	0	20	0	20
10	0	10	0	10

The solution proceeds as follows: There are 3 products ($N=3$). We are given X_{ji} and V_{ji} for all products and Budgets of 100, 90, 80, ..., 10. We first set up what is called Tableau #3.

Table 3.

X_{31}	X_{32}	X_{33}	X_{34}	X_{35}	P_3	XB_3
0	5	10	15	20		

$$(S_{31} =) 0$$

$$(S_{32} =) 5$$

$$(S_{33} =) 10$$

$$(S_{34} =) 15$$

$$(S_{35} =) 20$$

Where the S_{3k} are the amounts of unassigned budget we have left after the assignment of production levels to Products 1 and 2. Since we have no knowledge at this time how much this will be, we must evaluate all possibilities. There are 5 of these, the possibility that 0 will be left (S_{31}), 5 left (S_{32}), 10 left (S_{33}), 15 left (S_{34}), 20 or more left (S_{35}).

Define now the elements of the tableau as Y_{jik} . (The element in the k^{th} row and the i^{th} column of the j^{th} tableau)

- A. Y_{jik} does not exist for i greater than k , for if we have, say, only 5 left of our budget after assigning products 1 and 2, we cannot consider the possibility of producing 10 of product 3.
- B. Define P_{n+1} (any argument) = 0 for an N -Product problem
- C. $Y_{jik} = V_{ji} + P_{j+1} (S_{jk} - X_{ji})$

That is, in calculating any Y_{jik} , we obtain first of all the corresponding V_{ji} from the input data. This V_{ji} corresponds to some X_{ji} . We next subtract from the S_{jk} of the row we are working on, this X_{ji} , obtaining an argument $S_{j+1,m}$ with which to find a P_{j+1} in the table of P 's of the preceding tableau.

In numbers, if we have 40 ($=S_{jk}$) to assign, we assign 10 ($=X_{ji}$) we have left 30. Opposite 30 ($=S_{j+1,m}$) in the preceding tableau obtain a P to use in computation.

D. $P_{jk} = \max (Y_{jik})$ ($i = 1, 2, \dots, k$)

E. $XB_{jk} = \text{the } X_{ji} \text{ where this maximum is found.}$

With the above formulae, Tableau #3 is generated (trivial case) as:

Table 4

	X_{31}	X_{32}	X_{33}	X_{34}	X_{35}	P_3	XB_3
$S_{31} = 0$.0					.0	0
$S_{32} = 5$.0	.3				.3	5
$S_{33} = 10$.0	.3	.9			.9	10
$S_{34} = 15$.0	.3	.9	1.7		1.7	15
$S_{35} = 20$.0	.3	.9	1.7	1.8	1.8	20

Now, saving the P_3 and XB_3 vectors only, Tableau #2 is generated.

Table 5

	X_{21}	X_{22}	X_{23}	X_{24}	X_{25}	P_2	XB_2
$S_{21} = 10$	-1.0					-1.0	10
$S_{22} = 20$	-0.1	0.5				0.5	20
$S_{23} = 30$	0.8	1.4	0.8			1.4	20
$S_{24} = 40$	0.8	2.3	1.7	1.4		2.3	20

(Table 5 continues on the following page.)

Table 5 (Continued)

	<u>X_{21}</u>	<u>X_{22}</u>	<u>X_{23}</u>	<u>X_{24}</u>	<u>X_{25}</u>	<u>P_2</u>	<u>XB_2</u>
$S_{25} = 50$	0.8	2.3	2.6	2.3	1.8	2.6	30
$S_{26} = 60$	0.8	2.3	2.6	3.2	2.7	3.2	40
$S_{27} = 70$	0.8	2.3	2.6	3.2	3.6	3.6	50

As an aid to following the mathematics, the calculations necessary are included as follows:

$$Y_{211} = V_{21} + P_{31} = -1.0 + .0 = -1.0$$

$$Y_{212} = V_{21} + P_{33} = -1.0 + .9 = -0.1$$

$$Y_{222} = V_{22} + P_{31} = 0.5 + .0 = 0.5$$

$$Y_{213} = V_{21} + P_{35} = -1.0 + 1.8 = 0.8$$

$$Y_{223} = V_{22} + P_{33} = 0.5 + 0.9 = 1.4$$

$$Y_{233} = V_{23} + P_{31} = 0.8 + .0 = 0.8$$

$$Y_{214} = V_{21} + P_{35} = -1.0 + 1.8 = 0.8$$

$$Y_{224} = V_{22} + P_{35} = 0.5 + 1.8 = 2.3$$

$$Y_{234} = V_{23} + P_{33} = 0.8 + .9 = 1.7$$

$$Y_{244} = V_{24} + P_{31} = 1.4 + .0 = 1.4$$

$$Y_{215} = V_{21} + P_{35} = -1.0 + 1.8 = 0.8$$

$$Y_{225} = V_{22} + P_{35} = 0.5 + 1.8 = 2.3$$

$$Y_{235} = V_{23} + P_{35} = 0.8 + 1.8 = 2.6$$

$$Y_{245} = V_{24} + P_{33} = 1.4 + 0.9 = 2.3$$

$$Y_{255} = V_{25} + P_{31} = 1.8 + .0 = 1.8$$

$$Y_{216} = V_{21} + P_{35} = -1.0 + 1.8 = 0.8$$

$$Y_{226} = V_{22} + P_{35} = 0.5 + 1.8 = 2.3$$

$$Y_{236} = V_{23} + P_{35} = 0.8 + 1.8 = 2.6$$

$$Y_{246} = V_{24} + P_{35} = 1.4 + 1.8 = 3.2$$

$$Y_{256} = V_{25} + P_{33} = 1.8 + 0.9 = 2.7$$

$$Y_{217} = V_{21} + P_{35} = -1.0 + 1.8 = 0.8$$

$$Y_{227} = V_{22} + P_{35} = 0.5 + 1.8 = 2.3$$

$$Y_{237} = V_{23} + P_{35} = 0.8 + 1.8 = 2.6$$

$$Y_{247} = V_{24} + P_{35} = 1.4 + 1.8 = 3.2$$

$$Y_{257} = V_{25} + P_{35} = 1.8 + 1.8 = 3.6$$

$$P_{21} = \max(-1.0) = -1.0$$

$$XB_{21} = 10$$

$$P_{22} = \max(-0.1, 0.5) = 0.5$$

$$XB_{22} = 20$$

$$P_{23} = \max(0.8, 1.4, 0.8) = 1.4$$

$$XB_{23} = 20$$

$$P_{24} = \max(0.8, 2.3, 1.7, 1.4) = 2.3$$

$$XB_{24} = 20$$

$$P_{25} = \max(0.8, 2.3, 2.6, 2.3, 1.8) = 2.6$$

$$XB_{25} = 30$$

$$P_{26} = \max(0.8, 2.3, 2.6, 3.2, 2.7) = 3.2$$

$$XB_{26} = 40$$

$$P_{27} = \max(0.8, 2.3, 2.6, 3.2, 3.6) = 3.6$$

$$XB_{27} = 50$$

Finally, saving the P_2 and XB_2 vectors only, Tableau #1 is generated.

Notice that the S vector is growing steadily.

Table 6

	<u>X_{11}</u>	<u>X_{22}</u>	<u>X_{23}</u>	<u>X_{24}</u>	<u>P_1</u>	<u>XB_1</u>
$S_{11} = 10$	-1.0				-1.0	0
$S_{12} = 20$	0.5	0.0			0.5	0
$S_{13} = 30$	1.4	1.5	1.0		1.5	10

(Table 6 continues on the following page.)

Table 6 continued

	<u>X_{11}</u>	<u>X_{22}</u>	<u>X_{23}</u>	<u>X_{24}</u>	<u>P_1</u>	<u>XB_1</u>
$S_{14} = 40$	2.3	2.4	2.5	1.5	2.5	20
$S_{15} = 50$	2.6	3.3	3.4	2.9	3.4	20
$S_{16} = 60$	3.2	3.6	4.3	3.9	4.3	20
$S_{17} = 70$	3.6	4.2	4.6	4.8	4.8	30
$S_{18} = 80$	3.6	4.6	5.2	5.1	5.2	20
$S_{19} = 90$	3.6	4.6	5.6	5.7	5.7	30
$S_{110} = 100$	3.6	4.6	5.6	6.1	6.1	30

At this point we are completed with Phase 1 of the problem. The P vectors are forgotten (although P_1 does show the actual profits for each possible "budget" from 10 to 100.) The XB data has been put out on intermediate cards (or tape). Phase 2 of the problem reads this XB data back into the machine to determine the actual schedule..

Collecting the data for Phase 2:

Opposite the "budget" in the S_{1k} vector read XB_{1k} , the optimum number of Product 1 to be scheduled.

Budget = Budget - XB_{1k}

Opposite "budget" in the S_{2k} vector read XB_{2k} , the optimum number of Product 2 to be scheduled.

Budget = Budget - XB_{2k}

Opposite "budget" in the S_{3k} vector read XB_{3k} , the optimum number of Product 3 to be scheduled.

End of Phase 2.

IV. Problem Restrictions

1. As can be seen from the description in Part III, the S_j vector grows with arithmetic rapidity. It goes in each Tableau from some lower bound ($S\emptyset_j$) to some upper bound (SB_j) in steps of A_j where A_j is defined as the incremental step of production level for product j .

Two bounds can immediately be put on this S_j vector. There is no gain in allowing SB_j to exceed the budget (BUD). Similarly, if Q_j is defined as the lowest feasible production level of product j , then certainly $S\emptyset_j$ need never be considered below:

$SUMQ = Q_j + Q_{j+1} + \dots + Q_n$. Therefore:

F. SB_j is less than or equal to BUD for all j

G. and $S\emptyset_j$ is greater than or equal to $SUM(Q_j)$ ($1 = N, N-1, \dots, j$)

2. While these formulae help limit the S_j vector, they are not sufficient for most practical sized problems. Consequently, within the program a careful watch is kept on this vector. It is never allowed to exceed 100 entries, regardless of formulae F and G. Whenever it threatens to do so, a calculation is made which locates the center of the S_j vector at a "most likely position" for use in Phase 2, the reverse search. Within the program, this is accomplished by bringing in the input datum $A2_j$ (average of next three month's demand) for each product and keeping a sum (SUMA2) of this data.

When the S_j vector gets out of bounds (more than 100 entries), the statements:

```
127  K = SØ MIN/A + (SUMA2/BUD) * (SB-SØ-100.*A) /A  
      SØ = K  
      SØ = SØ*A  
      SB = SØ + 99.*A
```

are used as a (heuristic) method of keeping the S_j vector centered around a "most likely" region. You can see the results of this action in Section IX.

To an extent, this procedure threatens to disturb optimality of the solution, since if we miss the solution point by more than $50.*A_j$ we will underschedule some product(s) and overschedule others. Experimentally, however, using "live" data, it does not appear that we have any problem at this point.

A second, somewhat more severe restriction has been built into the program. The algorithm, as presented in Section III, calculates all Y_{jik} of the tri-angular array. As programmed, not all of these are computed. As the program proceeds, row by row, each time it finds a maximum row entry, it stores this entry in P_{jk} and the corresponding X_{j1} in XB_{jk} . When starting the next row, it does not start with column 1, but with that column where the maximum was found in the last row. Because of this, admittedly arbitrary, rule, the machine solution to our sample problem 0 (Section X) varies from Table 2 insofar as the budget of 80 is concerned.

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Once again, experimentally, it appears that this restriction does not affect the final solution to any significant degree. A third restriction of sorts has been used in this model implicitly all along. This restriction concerns possible values of the parameter A_j . Values of A_j used with this algorithm must be commensurate with one another. They may all be the same; if they differ, the larger A_j must be integer multiples of all smaller A_j .

Typical values of A_j might be:

2, 4, 8, 16, 32, 64, 128, . . .

or 25, 50, 100, 200, 400, . . .

In entering data into Phase 1, the products must be sorted in order of increasing A_j .

V. Running Times and Economics

The question is naturally raised "Why the (arbitrary) restrictions on S_j ?" The answer to this question lies in the fact that this is not a speedy algorithm. The running times for the three problems described in Section X were observed to be: (exclusive of typing)

Prob 0 phase 1 0.6 min. phase 2 0.3 min/pass

Prob 1 phase 1 2.8 min. phase 2 0.8 min/pass

Prob 2 phase 1 36.0 min. phase 2 0.8 min/pass

Extending these times analytically to a computer with tape I/O in the 705/7070 class, (and on the basis of observations made on "live" problems on this size machine) it is observed that fairly long machine

runs (3-10 hours) are required if the number of products exceeds 1000.

Limiting S_j to 100 entries instead of 200, say, halves the running time of such a problem. Using restriction 2 in Part IV again halves the running time, and seems to be economically sound.

This program approach requires that profit (or cost) figures be calculated for each product for each feasible production level. This is, of course, no trivial job. Meaningful figures must be found for such items as back order costs, set-up costs, and inventory carrying costs. The cost picture for any product is a complex function of these three items considered along with such factors as:

demand pattern forecast

quantity on hand

quantity in production

facility sharing with other products

and others.

Obtaining meaningful figures of this nature is probably the hardest part of an O. R. man's job if he is to use this or any other similar algorithm for his scheduling.

Nonetheless, the job can be, and has been, done successfully. It appears that, on the basis of many tests with different cost function generators, that as long as all products are computed on the same basis, the final schedules do not show much deviation.

Schedules obtained with this program have been costed out against actual schedules "made by hand." In all cases tested the savings were very considerable.

VI. Operation Notes, Data Description

Input to the program consists of:

1. One problem header card containing according to the Format (I4,F10.0,F10.0,30H),

NUMBR being the No. of products being scheduled

BUD "budget", restriction on total units to be scheduled

DBUD Reduce BUD by DBUD for alternate solutions

30H up to 30 alphanumeric problem identification

2. One product header card per product containing according to the Format (20 H I5,I5,F8.0,F8.0,F8.0),

20H up to 20 alphanumeric product identification

IRECD Product identifier (stock number?)

M No. of production levels to be considered

A increment size between production levels

Q minimum production

A2 average demand next 3 months

3. From 1 to 4 product profit (cost) cards, each containing up to 10 numbers. For $1 \leq M \leq 10$, one card will be required, for $11 \leq M \leq 20$, two cards, etc. Format (10F7.0).

Output from the program is in two parts, complete with typed instructions. The output from phase 1 is reverse-sorted on cc 78-80 and used as input to phase 2. Output from phase 2 is on cards and, with proper sense switch settings, on the typewriter as well. Output is identified by column headings and header messages.

Sense switch settings:

- 1 on to type final answers on typewriter
- 2 on to obtain alternate solutions, phase 2.
- 3 on to obtain all messages from the program, off to bypass many of them
- 4 unused.

Section IX is a typewriter log (sample problem 2) taken with 1 off; 2 on for three passes of phase 2, then off; 3 on.

VII. Key to Abbreviations, Symbols

- j is an index, running from 1 to n
- n is the number of products
- M_j is the number of production levels, j^{th} product
- Q_j is the minimum production level
- A_j is the increment between levels
- $CAPAC_j$ is the maximum level ($=Q_j + A_j * (M_j - 1)$)
- V_{ji} are the profits (costs) associated with the levels $i = 1, 2, \dots, m$ for each product
- X_{ji} are the possible levels themselves.
- $$X_{j1} = Q_j$$
- $$X_{j2} = Q_j + A_j$$
- $$X_{j3} = Q_j + A_j + A_j \quad \text{etc.}$$
- BUD is the "budget" for the total SUM (X_{j1})
- S_{jk} are the possible amounts of unassigned BUD left after assigning products $1, 2, \dots, j-1$.

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- Y_{jik} are the profits(costs) associated with particular S_{jk} and X_{ji}
- P_{jk} are the max (Y_{jik}) for $i = 1, 2, \dots, k$
- XB_{jk} are the X_{ji} where the maximum is found
- $S\emptyset_j$ is the lowest S_{jk} for any j
- SB_j is the highest S_{jk} for any j
- NR is the number of S_{jk} rows for any j

VIII. Miscellaneous, Key to Decks

- A. The program is written to accept and use profit data. It is sometimes more convenient to use cost data. This may be done in two ways:
 1. Keep the program as is, add to each cost datum before input a fictitious profit, for example,

$$Y_{jik} = \text{cost} + \$10.00 * X_{ji}$$
 2. Change the program to scan for a minimum Y_{jik} instead of a maximum.
- B. The profit datum associated with the highest production level of a product should be the highest magnitude of that profit series. Conversely for cost data. They need not be in strict ascending magnitude, although frequently they are.
- C. Key to Decks:

Deck 1: Fortran Source, Numbered DP-001 through DP-216 in cols. 75-80.

Deck 2: Object Deck. Listing pages 37-43. No card numbers

Deck 3: Sample Data, numbered DP-501 through DP-560 in cols. 75-80.

DYNAMIC PROG MODEL

Type writer log - problem 0

NO.	BUDGET	DBUD
3	110.	10.

SAMPLE PROB 0

NO	NAME	IRECD	M	INCRE	MIN	QTY	CAPAC	AVG	DEM
NO 3	1940 DESOTO	3	5	5.	.	20.	10.		
S0 =	SB =		20.	NR =	5				
NO 2	1937 CADILLAC	2	5	10.	10.	50.	10.		
S0 =	10.	SB =	70.	NR =	7				
NO 1	1948 JAGUAR	1	4	10.	.	30.	10.		
S0 =	10.	SB =	100.	NR =	10				

PHASE 1 COMPLETED 3 ITEMS SCHEDULED

SORT OUTPUT IN RVERSE SEQUENCE ON CC 78-80
THEN HIT START TO BEGIN PHASE 2

BEGIN PHASE 2, BUDGET = 110.

RERUN INTERMED. CDS. FOR ALT. SOLN.

BEGIN PHASE 2, BUDGET = 100.

RERUN INTERMED. CDS. FOR ALT. SOLN.

BEGIN PHASE 2, BUDGET = 90.

RERUN INTERMED. CDS. FOR ALT. SOLN.

BEGIN PHASE 2, BUDGET = 80.

RERUN INTERMED. CDS. FOR ALT. SOLN.

BEGIN PHASE 2, BUDGET = 70.

RERUN INTERMED. CDS. FOR ALT. SOLN.

BEGIN PHASE 2, BUDGET = 60.

RERUN INTERMED. CDS. FOR ALT. SOLN.

BEGIN PHASE 2, BUDGET = 50.

END OF JOB

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DYNAMIC PROG MODEL

IX typewriter log - problem 1

NO.	BUDGET	DBUD
9	3000.	200. PROB. NO. 1 FOR D.P.

PROD	WIDGIT	IRECD	M	INCRE	MIN	QTY	CAPAC	AVG	DEM
PROD 1	WIDGIT	1	5	25.	25.	25.	125.	14.	
S0 =	SB =		125.	NR =	5				
PROD 2	FRAMIS	2	3	25.	.	25.	50.	8.	
S0 =	SB =		175.	NR =	7				
PROD 3	QUOTL BIT	3	7	50.	.	50.	300.	14.	
S0 =	SB =		500.	NR =	11				
S0 =	SB =		500.	NR =	10				
PROD 4	GREEB STALL	4	10	50.	.	50.	450.	35.	
S0 =	SB =		950.	NR =	19				
PROD 5	GRANCH	5	11	50.	100.	100.	600.	35.	
S0 =	SB =		1550.	NR =	30				
S0 =	SB =		1550.	NR =	29				
PROD 6	GRUNK PITS	6	9	100.	100.	100.	900.	90.	
S0 =	SB =		2500.	NR =	24				
S0 =	SB =		2500.	NR =	23				
PROD 7	ANBER STEM	7	6	200.	.	200.	1000.	90.	
S0 =	SB =		3000.	NR =	15				
S0 =	SB =		3000.	NR =	14				
PROD 8	RONTER GUY	8	6	200.	200.	200.	1200.	120.	
S0 =	SB =		3000.	NR =	14				
S0 =	SB =		3000.	NR =	13				
PROD 9	BINT DUP	9	4	400.	.	400.	1200.	155.	
S0 =	SB =		3200.	NR =	8				
S0 =	SB =		3200.	NR =	7				

PHASE 1 COMPLETED 9 ITEMS SCHEDULED

SORT OUTPUT IN RVERSE SEQUENCE ON CC 78-80
THEN HIT START TO BEGIN PHASE 2

BEGIN PHASE 2, BUDGET = 3000.

RERUN INTERMED. CDS. FOR ALT. SOLN.

BEGIN PHASE 2, BUDGET = 2800.

RERUN INTERMED. CDS. FOR ALT. SOLN.

BEGIN PHASE 2, BUDGET = 2600.

BEGIN PHASE 2, BUDGET = 2400.

BEGIN PHASE 2, BUDGET = 2200.

BEGIN PHASE 2, BUDGET = 2000.

BEGIN PHASE 2, BUDGET = 1800.

BEGIN PHASE 2, BUDGET = 1600.

END OF JOB

16

X typewriter log - Problem 2

NO. BUDGET DBUD
8 8000. 100. PROBLEM 2 FOR D. P.

	NAME	IRECD	M	INCRE	MIN	QTY	CAPAC	AVG DEM
BOLTS U/4 UN NO 3		1	40	50.	100.		2050.	100.
SO = 100.	SB =	2050.		NR = 40				
SCREWS NO 18 LONG		2	40	50.	.		1950.	200.
SO = 100.	SB =	4000.		NR = 79				
LOCOMOTIVE, STEAM		3	40	50.	50.		2000.	.
SO = 150.	SB =	5100.		NR = 100				
SO = 200.	SB =	5150.		NR = 100				
LOCOMOTIVE, DEISEL		4	40	50.	.		1950.	100.
SO = 250.	SB =	5200.		NR = 100				
EYEGLASS FRAME, BRN		5	10	50.	50.		500.	600.
SO = 300.	SB =	5250.		NR = 100				
LAMBSKIN TURBAN		6	10	50.	.		450.	200.
SO = 350.	SB =	5300.		NR = 100				
1620 COMPUTER		7	20	100.	300.		2200.	350.
SO = 500.	SB =	7500.		NR = 71				
SO = 600.	SB =	7500.		NR = 70				
SO = 700.	SB =	7500.		NR = 69				
HAIRPIN, NO 6 BLACK		8	40	200.	.		7800.	360.
SO = 600.	SB =	8000.		NR = 38				
SO = 800.	SB =	8000.		NR = 37				

PHASE 1 COMPLETED 8 ITEMS SCHEDULED

SORT OUTPUT IN RVERSE SEQUENCE ON CC 78-80
THEN HIT START TO BEGIN PHASE 2

BEGIN PHASE 2, BUDGET = 8000.
 BEGIN PHASE 2, BUDGET = 7900.
 BEGIN PHASE 2, BUDGET = 7800.
 BEGIN PHASE 2, BUDGET = 7700.
 BEGIN PHASE 2, BUDGET = 7600.
 BEGIN PHASE 2, BUDGET = 7500.
 BEGIN PHASE 2, BUDGET = 7400.
 BEGIN PHASE 2, BUDGET = 7300.

END OF JOB

Input data Top

SAMPLE PROB 0					
3	110.	10.	3	5 5.	0. 10.
NO 3 1940 DESOTO	.3	.9	1.7	1.8	
NO 2 1937 CADILLAC	2	5	10.	10.	10.
-1.	.5	.8	1.4	1.8	
NO 1 1948 JAGUAR	1	4	10.	0.	10.
	1.	2.	2.5		

DP 501
DP 502
DP 503
DP 504
DP 505
DP 506
DP 507

VI

Three

sample

problems

Output data

BEGIN PHASE 2, BUDGET =	110.	017				
		18				
		19				
		020				
		21				
88 NO 1 1948 JAGUAR	1 5	10.	30.	30.	022	
NO 2 1937 CADILLAC	2 6	10.	10.	50.	50.	023
NO 3 1940 DESOTO	3 6	5.	.	20.	20.	024
			TOTAL	100.	025	
					026	
					27	
					28	
					29	
					30	
					31	
BEGIN PHASE 2, BUDGET =	100.	032				
		33				
		34				
		035				
		36				
NO 1 1948 JAGUAR	1 4	10.	30.	30.	037	
NO 2 1937 CADILLAC	2 5	10.	10.	50.	50.	038
NO 3 1940 DESOTO	3 5	5.	.	20.	20.	039
			TOTAL	100.	40	
					041	
					42	
					43	
					44	
					45	
					46	

BEGIN PHASE 2, BUDGET =	90.	047				
		48				
		49				
		050				
		51				
NO 1 1948 JAGUAR	1 4	10.	30.	30.	052	
NO 2 1937 CADILLAC	2 4	10.	10.	50.	40.	053
NO 3 1940 DESOTO	3 5	5.	.	20.	20.	054
			TOTAL	90.	55	
					056	
					57	
					58	
					59	
					60	
					61	
BEGIN PHASE 2, BUDGET =	80.	062				
		63				
		64				
		065				
		66				
NO 1 1948 JAGUAR	1 4	10.	30.	30.	067	
NO 2 1937 CADILLAC	2 3	10.	10.	50.	30.	068
NO 3 1940 DESOTO	3 5	5.	.	20.	20.	069
			TOTAL	80.	70	
					071	
					72	
					73	
					74	
					75	
					76	

BEGIN PHASE 2, BUDGET =	70.	077				
		78				
		79				
		080				
		81				
NO 1 1948 JAGUAR	1 4	10.	30.	30.	082	
NO 2 1937 CADILLAC	2 2	10.	10.	50.	20.	083
NO 3 1940 DESOTO	3 5	5.	.	20.	20.	084
			TOTAL	70.	85	
					086	
					87	
					88	
					89	
					90	
					91	

Bottom

10404

JUL 4 66
BEGIN PHASE 2, BUDGET = 60.

PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE			
NO 1	1948	JAGUAR	1	3	10.	.	30.	20.	092
NO 2	1937	CADILLAC	2	2	10.	10.	50.	20.	93
NO 3	1940	DESO TO	3	5	5.	.	20.	20.	94
							TOTAL	60.	095
									96

BEGIN PHASE 2, BUDGET = 50.

PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE			
NO 1	1948	JAGUAR	1	3	10.	.	30.	20.	100
NO 2	1937	CADILLAC	2	2	10.	10.	50.	20.	101
NO 3	1940	DESO TO	3	3	5.	.	20.	10.	102
							TOTAL	50.	103
									104

20 BEGIN PHASE 2, BUDGET = 40.

PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE			
NO 1	1948	JAGUAR	1	3	10.	.	30.	20.	110
NO 2	1937	CADILLAC	2	2	10.	10.	50.	20.	111
NO 3	1940	DESO TO	3	1	5.	.	20.	10.	112
							TOTAL	40.	113
									114
									115
									116
									117
									118
									119
									120
									121
									122
									123
									124
									125
									126
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									136

BEGIN PHASE 2, BUDGET = 30.

PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE			
NO 1	1948	JAGUAR	1	2	10.	.	30.	10.	137
NO 2	1937	CADILLAC	2	2	10.	10.	50.	20.	138
NO 3	1940	DESO TO	3	1	5.	.	20.	.	139
							TOTAL	30.	140
									141
									142
									143
									144
									145
									146
									147
									148
									149
									150
									151

21 BEGIN PHASE 2, BUDGET = 20.

PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE			
NO 1	1948	JAGUAR	1	1	10.	.	30.	.	152
NO 2	1937	CADILLAC	2	2	10.	10.	50.	20.	153
NO 3	1940	DESO TO	3	1	5.	.	20.	.	154
							TOTAL	20.	155
									156
									157
									158
									159
									160

22 BEGIN PHASE 2, BUDGET = 10.

PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE			
NO 1	1948	JAGUAR	1	1	10.	.	30.	.	161
NO 2	1937	CADILLAC	2	1	10.	10.	50.	10.	162
NO 3	1940	DESO TO	3	1	5.	.	20.	.	163
							TOTAL	10.	164
									165
									166
									167
									168
									169
									170
									171

End sample problem 0.

InputSample Problem 1.

JUL 4 1960

		PROB. NO.	FOR D.P.				DP	508
		1	5	25.	25.	14.		509
		2	3	25.	0.	8.		510
9.	3000.	200.					DP	511
PROD 1	WIDGET						DP	512
35.	36.	37.	39.	39.5			DP	513
PROD 2	FRAMIS						DP	514
62.	.75	.88					DP	515
PROD 0	QUOTL BIT		3	7	50.	0.	DP	516
5.	5.2	5.3	5.6	5.8	5.81	5.9	DP	517
PROD 4	GREEB STALL		4	10	50.	0.	DP	518
21.	22.	23.	25.1	25.6	27.2	29.1	DP	519
PROD 5	GRANCH		5	11	50.	100.	DP	520
1.	2.	3.	5.	7.	9.	9.	DP	521
11.01							DP	522
PROD 6	GRUNK PITS		6	9	100.	100.	DP	523
8.17	8.34	8.8	8.99	9.12	9.76	10.21	DP	524
PROD 7	ANBER STEM		7	6	200.	0.	DP	525
11.	13.1	15.17	19.22	26.4	25.8		DP	526
PROD 8	RONTER GUY		8	6	200.	200.	DP	527
-18.	18.	18.3	18.33	19.04	29.99			
PROD 9	BINT DUP		9	4	400.	0.		
28.1	28.	27.	28.5					

Output

BEGIN PHASE 2, BUDGET =		3000.		233			
				234			
				235			
				236			
				237			
PROD 9	BINT DUP	9	1	400.	1200.	.	238
PROD 8	RONTER GUY	8	6	200.	200.	1200.	239
PROD 7	ANBER STEM	7	5	200.	.	1000.	240
PROD 6	GRUNK PITS	6	1	100.	100.	900.	241
PROD 5	GRANCH	5	6	50.	100.	600.	242
PROD 4	GREEB STALL	4	10	50.	.	450.	243
PROD 0	QUOTL BIT	3	1	50.	.	300.	244
PROD 2	FRAMIS	2	1	25.	.	50.	245
PROD 1	WIDGET	1	4	25.	25.	125.	246
TOTAL						3000.	247
							248
							249
							250
							251
							252
							253

BEGIN PHASE 2, BUDGET =		2800.		254			
				255			
				256			
				257			
				258			
PROD 9	BINT DUP	9	1	400.	1200.	.	259
PROD 8	RONTER GUY	8	6	200.	200.	1200.	260
PROD 7	ANBER STEM	7	4	200.	.	1000.	261
PROD 6	GRUNK PITS	6	1	100.	100.	900.	262
PROD 5	GRANCH	5	6	50.	100.	600.	263
PROD 4	GREEB STALL	4	10	50.	.	450.	264
PROD 0	QUOTL BIT	3	1	50.	.	300.	265
PROD 2	FRAMIS	2	1	25.	.	50.	266
PROD 1	WIDGET	1	4	25.	25.	125.	267
TOTAL						2800.	268
							269
							270
							271
							272
							273

BFGIN PHASE 2, BUDGET =		2600.		274			
				275			
				276			
				277			
				278			
				279			
PROD 9	BINT DUP	9	1	400.	1200.	.	280
PROD 8	RONTER GUY	8	2	200.	200.	400.	281
PROD 7	ANBER STEM	7	5	200.	.	1000.	282
PROD 6	GRUNK PITS	6	1	100.	100.	900.	283
PROD 5	GRANCH	5	11	50.	100.	600.	284
PROD 4	GREEB STALL	4	10	50.	.	450.	285
PROD 0	QUOTL BIT	3	2	50.	.	300.	286
PROD 2	FRAMIS	2	4	25.	.	50.	287
PROD 1	WIDGET	1	6	25.	25.	125.	288
TOTAL						2575.	289
							290
							291
							292
							293
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BEGIN PHASE 2, BUDGET = 2400.

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BEGIN PHASE 2, BUDGET = 2200.

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BEGIN PHASE 2, BUDGET = 2000.

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BEGIN PHASE 2, BUDGET = 1800.

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PROD. NO. LEVEL INCRE MIN QTY CAPAC SCHEDULE

PROD 9	BINT DUP	9	1	400.	1200.	•
PROD 8	RONTER GUY	8	2	200.	200.	1200. 400.
PROD 7	ANBER STEM	7	5	200.	•	1000. 800.
PROD 6	GRUNK PITS	6	1	100.	100.	900. 100.
PROD 5	GRANCH	5	9	50.	100.	600. 500.
PROD 4	GREEB STALL	4	10	50.	•	450. 450.
PROD 0	QUOTL BIT	3	1	50.	•	300. •
PROD 2	FRAMIS	2	2	25.	•	50. 25.
PROD 1	WIDGIT	1	5	25.	25.	125. 125.

TOTAL 1800.

BEGIN PHASE 2, BUDGET = 1600.

PROD.	NO.	LEVEL	INCRE	MIN	QTY	CAPAC	SCHEDULE	
PROD 9	BINT DUP	9	1	400.	200.	1200.	400.	378
PROD 8	RONTER GUY	8	2	200.	200.	1200.	400.	379
PROD 7	ANBER STEM	7	2	200.	200.	1000.	200.	380
PROD 6	GRUNK PITS	6	1	100.	100.	900.	100.	381
PROD 5	GRANCH	5	6	50.	100.	600.	350.	382
PROD 4	GREEB STALL	4	10	50.	50.	450.	450.	383
PROD 0	QUOTL BIT	3	1	50.	50.	300.	50.	384
PROD 2	FRAMIS	2	1	25.	25.	50.	50.	385
PROD 1	WIDGET	1	4	25.	25.	125.	100.	386
					TOTAL	1600.		387
								388
								389
								390
								391
								392
								393
								394
								395

92
End Sample Problem 1.

Sample Problem 2.

Input.

8	8000.	100.	PROBLEM 2 FOR D. P.					
BOLTS U/4 UN NO 3	1	40	50.	100.	100.			DP 528
1.	2.	3.	4.	5.	6.	7.	8.	DP 529
11.	12.	13.	14.	15.	16.	17.	18.	DP 5301
21.	22.	23.	24.	25.	26.	27.	28.	DP 5311
31.	32.	33.	34.	35.	36.	37.	38.	DP 5321
SCREWS NO 18 LONG	2	40	50.	200.				DP 5331
20.5	21.	21.5	22.	22.5	23.	23.5	24.	DP 534
25.5	26.	26.5	27.	27.5	28.	28.5	29.	DP 5352
30.5	31.	31.5	32.	32.5	33.	33.4	34.	DP 5362
35.5	36.	36.5	37.	37.5	8.	38.	38.5	DP 5372
LOCOMOTIVE, STEAM	3	40	50.	50.	300.			DP 5382
30.	30.1	30.2	30.3	30.4	30.5	30.6	30.7	DP 539
31.	32.	32.1	32.3	32.3	32.4	32.5	32.6	DP 5403
33.	33.1	33.2	33.3	33.4	33.4	33.5	33.7	DP 5413
34.	35.	36.	37.	37.1	37.2	37.4	37.6	DP 5423
LOCOMOTIVE, DEISEL	4	40	50.	100.				DP 5433
20.	20.1	22.	22.22	22.23	22.25	22.56	22.75	DP 544
22.88	22.89	22.9	22.91	22.92	22.95	22.99	23.	DP 5454
24.	24.	24.4	24.5	24.8	24.9	25.	25.11	DP 5464
25.44	25.55	25.66	25.77	25.88	25.99	26.1	26.2	DP 5474
EYEGLASS FRAME, BRN	5	10	50.	50.	600.			DP 5484
15.1	15.3	15.6	15.8	16.	16.2	16.2	16.3	DP 549
LAMBSKIN TURBAN	6	10	50.	200.				DP 5505
30.12	30.44	30.45	30.456	30.458	30.88	31.	32.556	DP 551
1620 COMPUTER	7	20	100.	300.	350.			DP 5526
11.56	11.57	11.66	11.77	11.88	11.89	11.9	11.91	DP 553
11.94	11.98	12.	12.	15.	17.	17.5	18.	DP 5547
HAIRPIN, NO 6 BLACK	8	40	200.	360.				DP 5557
1.	1.1	1.12	1.123	1.123	1.22	1.235	1.55	DP 556
2.	2.5	2.55	2.56	2.58	2.9	3.	3.2	DP 5578
3.9	4.	4.22	4.33	4.43	4.53	4.64	4.76	DP 5588
5.	5.21	5.31	5.42	5.53	5.64	5.85	5.94	DP 5598
						6.	7.258	DP-5608

Output

BEGIN PHASE 2, BUDGET = 8000.

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BEGIN PHASE 2, BUDGET = 7900.

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PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE
HAIRPIN, NO 6 BLACK	8	3	200.	.	7800.	400.
1620 COMPUTER	7	21	100.	300.	2200.	2200.
LAMBSKIN TURBAN	6	11	50.	.	450.	450.
EYEGLASS FRAME, BRN	5	10	50.	50.	500.	500.
LOCOMOTIVE, DEISEL	4	40	50.	.	1950.	1950.
LOCOMOTIVE, STEAM	3	1	50.	50.	2000.	50.
SCREWS NO 18 LONG	2	34	50.	.	1950.	1650.
BOLTS U/4 UN NO 3	1	15	50.	100.	2050.	800.
				TOTAL	8000.	

BEGIN PHASE 2, BUDGET = 7800.

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BEGIN PHASE 2, BUDGET = 7700.

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PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE
HAIRPIN, NO 6 BLACK	8	2	200.	.	7800.	200.
1620 COMPUTER	7	21	100.	300.	2200.	2200.
LAMBSKIN TURBAN	6	11	50.	.	450.	450.
EYEGLASS FRAME, BRN	5	10	50.	50.	500.	500.
LOCOMOTIVE, DEISEL	4	40	50.	.	1950.	1950.
LOCOMOTIVE, STEAM	3	1	50.	50.	2000.	50.
SCREWS NO 18 LONG	2	34	50.	.	1950.	1650.
BOLTS U/4 UN NO 3	1	15	50.	100.	2050.	800.
				TOTAL	7800.	

TOTAL 7700.

BEGIN PHASE 2, BUDGET = 7600.

PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE	
HAIRPIN, NO 6 BLACK	8	1	200.	.	7800.	.	122
1620 COMPUTER	7	21	100.	300.	2200.	2200.	123
LAMBSKIN TURBAN	6	11	50.	.	450.	450.	124
EYEGLASS FRAME, BRN	5	10	50.	50.	500.	500.	125
LOCOMOTIVE, DEISEL	4	40	50.	.	1950.	1950.	126
LOCOMOTIVE, STEAM	3	1	50.	50.	2000.	50.	127
SCREWS NO 18 LONG	2	34	50.	.	1950.	1650.	128
BOLTS U/4 UN NO 3	1	15	50.	100.	2050.	800.	129
				TOTAL		7600.	130
							131
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BEGIN PHASE 2, BUDGET = 7500.

PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE	
HAIRPIN, NO 6 BLACK	8	1	200.	.	7800.	.	147
1620 COMPUTER	7	20	100.	300.	2200.	2200.	148
LAMBSKIN TURBAN	6	10	50.	.	450.	450.	149
EYEGLASS FRAME, BRN	5	10	50.	50.	500.	500.	150
LOCOMOTIVE, DEISEL	4	37	50.	.	1950.	1800.	151
LOCOMOTIVE, STEAM	3	1	50.	50.	2000.	50.	152
SCREWS NO 18 LONG	2	35	50.	.	1950.	1700.	153
BOLTS U/4 UN NO 3	1	15	50.	100.	2050.	800.	154
				TOTAL		7500.	155
							156
							157
							158
							159
							160
							161

BEGIN PHASE 2, BUDGET = 7400.

PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE	
HAIRPIN, NO 6 BLACK	8	1	200.	.	7800.	.	162
1620 COMPUTER	7	20	100.	300.	2200.	2200.	163
LAMBSKIN TURBAN	6	10	50.	.	450.	450.	164
EYEGLASS FRAME, BRN	5	10	50.	50.	500.	500.	165
LOCOMOTIVE, DEISEL	4	35	50.	.	1950.	1700.	166
LOCOMOTIVE, STEAM	3	1	50.	50.	2000.	50.	167
SCREWS NO 18 LONG	2	35	50.	.	1950.	1700.	168
BOLTS U/4 UN NO 3	1	15	50.	100.	2050.	800.	169
				TOTAL		7400.	170
							171
							172
							173
							174
							175
							176
							177
							178
							179
							180
							181

BEGIN PHASE 2, BUDGET = 7300.

PROD.	NO.	LEVEL	INCRE	MIN QTY	CAPAC	SCHEDULE	
HAIRPIN, NO 6 BLACK	8	1	200.	.	7800.	.	182
1620 COMPUTER	7	20	100.	300.	2200.	2200.	183
LAMBSKIN TURBAN	6	10	50.	.	450.	450.	184
EYEGLASS FRAME, BRN	5	10	50.	50.	500.	500.	185
LOCOMOTIVE, DEISEL	4	33	50.	.	1950.	1600.	186
LOCOMOTIVE, STEAM	3	1	50.	50.	2000.	50.	187
SCREWS NO 18 LONG	2	35	50.	.	1950.	1700.	188
BOLTS U/4 UN NO 3	1	15	50.	100.	2050.	800.	189
				TOTAL		7300.	190
							191
							192
							193
							194
							195
							196

XII Listing of the FORTRAN Source Deck.

C NON-LINEAR PROGRAMMING. A MODEL DESIGNED FOR PRODUCTION SCHEDULING DP-001
 C JOHN W. BURGESON, APPLIED SCIENCE REP. I B M AKRON DP 002
 C CHANGE LEVEL 3/5/62 DP 003
 C THIS PROG CAN HANDLE A MAX OF 199 PRODUCTS. DP 004
 C THE LIMIT IS CAUSED BY THE 3 DIGIT SEQUENCE DP 005
 C NUMBER PUT IN CC 78-80 BY THE FORTRAN PUNCH SUBROUTINE. DP 006
 C THE PROG HAS 2 PHASES. OUTPUT FROM 1 IS 5 CARDS PER PRODUCT. THIS DP 007
 C INTERMEDIATE DECK MUST BE SORTED IN REVERSE ORDER FOR INPUT TO DP 008
 C PHASE 2. PHASE 2 MAY BE RUN MANY TIMES WITH THIS DECK, EACH PASS DP 009
 C DEVELOPING A NEW SCHEDULE WITH A (REDUCED) NEW BUDGET. DP 010
 C DIMENSION S(40), V(40), PRECP(100), CURRP(100) DP 011
 1102 FORMAT (//1H) DP 012
 1103 FORMAT (///1H PHASE 1 COMPLETEDI4,16H ITEMS SCHEDULED) DP 013
 1104 FORMAT (//1H END OF JOB/) DP 014
 1118 FORMAT (//18HDYNAMIC PROG MODEL//24H NO. BUDGET DBUD) DP 015
 2222 FORMAT(/15X,49HPROD. NO. LEVEL INCRE MIN QTY CAPAC SCHEDULE/) DP 016
 7776 FORMAT (I4,F10.0,F10.0,30H) DP 017
 7777 FORMAT (20H I5,I5,F8.0,F8.0,F8.0,F8.0,I6) DP 018
 7778 FORMAT (//42HSORT OUTPUT IN RVERSE SEQUENCE ON CC 78-80) DP 019
 7779 FORMAT (//23HBEGIN PHASE 2, BUDGET =F10.0/) DP 020
 7780 FORMAT (31HTHEN HIT START TO BEGIN PHASE 2) DP 021
 7781 FORMAT (//35HRERUN INTERMED. CDS. FOR ALT. SOLN.) DP 022
 7782 FORMAT (//15X,48HNAME IRECD M INCRE MIN QTY CAPAC AVG DEM) DP 023
 7783 FORMAT (4H50 =F10.0,6H SB =F10.0,6H NR =I4) DP 024
 7784 FORMAT (//42X,5HTOTALF15.0) DP 025
 77 FORMAT (F7.0,F7.0,F7.0,F7.0,F7.0,F7.0,F7.0,F7.0,F7.0) DP 026
 NUMB = 0 DP 027
 TYPE 1102 DP 028
 READ 7776,NUMBR,BUD,DBUD DP 029
 C NUMBR IS THE TOTAL NUMBER OF PRODUCTS TO BE PROCESSED DP 030
 C BUD IS THE BUDGET EXPRESSED IN TOTAL NO. OF UNITS DP 031
 C DBUD IS AN AMOUNT (OPTIONAL) BY WHICH BUD MAY BE REDUCED IN DP 032
 C PHASE 2 TO OBTAIN ALTERNATE SOLUTIONS WITH REDUCED BUDGETS. DP 033
 TYPE 7776,NUMBR,BUD,DBUD DP 034
 PLACE = BUD DP 035
 SUMQ=0. DP 036
 SUMA2=0. DP 037
 OLDSO=0. DP 038
 OLDSB=0. DP 039
 TYPE 1102 DP 040
 PRECP(1)=0. DP 041
 OLDA=0. DP 042
 NROLD=1 DP 043
 C SENS E SWITCH 3 ON PERMITS THIS ADDITIONAL TYPED INFO DP 044
 IF(SENSE SWITCH 3) 79,80 DP 045

82

79 TYPE 7782 DP 046
 80 READ 7777, IRECD,M,A,Q,A2 DP 047
 C IRECD IS PROD IDENTIFIER (STOCK NO) NOT USED BY PROG DP 048
 C M IS NO OF PROD LEVELS CONSIDERED. MUST BE BETWEEN 1 AND 40 DP 049
 C A IS INCREMENT SIZE FROM LEVEL TO LEVEL, MUST BE 25,50,100,ETC DP 050
 C Q IS MINIMUM QUANTITY TO BE MADE. MUST BE MULTIPLE OF A DP 051
 C A2 IS AVERAGE DEMAND OVER NEXT 3 MONTHS DP 052
 IF(M=40) 85,85,999 DP 053
 85 EM=M-1 DP 054
 C NOW CALCULATE CAPAC FOR THIS PRODUCT DP-055
 CAPAC = Q + A*EM DP 056
 C CAPAC IS THE MAX PROD LEVEL DP 057
 C THUS IF X IS A PROD LEVEL WE CAN SAY - DP 058
 C X = Q, Q+A, Q+2*A, . . . , CAPAC DP 059
 DO 81 I=1,M+10 DP 060
 I2=I+1 DP 061
 I3=I+2 DP 062
 I4=I+3 DP 063
 I5=I+4 DP 064
 I6=I+5 DP 065
 I7=I+6 DP 066
 I8=I+7 DP 067
 I9=I+8 DP 068
 I0=I+9 DP 069
 81 READ 77,V(I),V(I2),V(I3),V(I4),V(I5),V(I6),V(I7),V(I8),V(I9),V(I0) DP 070
 C V(I) IS THE PROFIT ASSOCIATED WITH PROD LEVEL I DP 071
 C SENSE SWITCH 3 ON PERMITS THIS ADDITIONAL TYPED INFO DP 072
 IF(SENSE SWITCH 3) 82,83 DP 073
 82 TYPE 7777, IRECD,M,A,Q,CAPAC,A2 DP 074
 83 NUMB=NUMB+1 DP 075
 SUMQ=SUMQ+Q DP 076
 SUMA2=SUMA2+A2 DP 077
 SUMC=OLDSB+CAPAC DP 078
 SOMIN=OLDSO DP 079
 IF(OLDSO-SUMQ) 114,115,115 DP 080
 114 SOMIN=SUMQ DP 081
 115 SBMAX=SUMC DP 082
 IF(SUMC-BUD) 118,118,117 DP 083
 117 SBMAX =BUD DP 084
 118 K=SOMIN/A DP 085
 S0=K DP 086
 K=SBMAX/A+.9999 DP 087
 SB=K DP 088
 S0=S0*A DP 089
 SB=SB*A DP 090

83

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NR=(SB-S0)/A+1.
IF(NR-100) 135,135,127
127 K=SUMIN/A+(SUMA2/BUD)*(SB-S0-100.*A)/A
  SO=K
  SO=SO*A
  SB=SO+99.*A
  NR=100
135 DO 136 J = 1,40
136 SJJ) = SO
137 QQ=Q
  IF(SENSE SWITCH 3) 138,139
C  SENSE SWITCH 3 ON PERMITS THIS ADDITIONAL TYPED INFO
138 TYPE 7783,SO,SB,NR
139 IGAG=1
  SS=SO
  INDEX=1
150 P=-1000000.
  X=QQ
  INDEX1=IGAG
  XB=QQ
  CALC OF Y. S WILL CONTAIN FOR EACH X THE HIGHEST S FOUND
171 ARG=SS-X
  IF(ARG-OLDSB) 185,180,180
180 Y=V(INDEX1) + PRECP(NROLD)
  GO TO 300
185 T4=ARG-OLDSO
  IF(T4) 320,190,190
190 INDEX2 = (ARG-OLDSO)/OLDA + 1.5
  Y=V(INDEX1)+PRECP(INDEX2)
300 IF(Y-P) 320,310,310
310 P=Y
  XB=X
  QQ = X
  IGAG=INDEX1
320 X=X+A
  INDEX1=INDEX1+1
  IF(X-SS) 335,335,340
335 IF (X-CAPAC) 171,171,340
340 IF(P+1000000.) 341,600,341
600 SO=SO+A
  IF (NR-100) 601,602,601
601 NR=NR-1
  GO TO 137
602 SB=SB+A
  GO TO 137

```

```

58
341 CURRP(INDEX)=P
  INDEXB=(XB-Q)/A +1.5
  S(INDEXB)=SS
  SS=SS+A
  INDEX = INDEX + 1
  IF(SS-SB)150,150,370
370 DO 372 JK=1,NR
372 PRECP(JK)=CURRP(JK)
  OLDSB=SB
  OLDSO=SO
  OLDA=A
  NROLD=NR
  DO 378 I=1,40,10
  I2=I+1
  I3=I+2
  I4=I+3
  I5=I+4
  I6=I+5
  I7=I+6
  I8=I+7
  I9=I+8
  I0=I+9
378 PUNCH77,S(I),S(I2),S(I3),S(I4),S(I5),S(I6),S(I7),S(I8),S(I9),S(I0) DP 158
  PUNCH 7777, IRECD,M,A,Q,CAPAC,SO,NUMB DP 159
  IF(NUMB-NUMBR) 80,400,999 DP 160
400 TYPE 1103,NUMB
  TYPE 7778
  TYPE 7780
  PAUSE
9  TYPE 7779,PLACE
  PUNCH 7779, PLACE
  IF(SENSE SWITCH 1) 3333,3334
3333 TYPE 2222
3334 PUNCH 2222
C  BEGIN INPUT TO PHASE 2
10 READ 7777, IRECD,M,A,Q,CAPAC,SO,NUMB
  I=41
  DO 11 K=1,40,10
  I=I-10
  I2=I+1
  I3=I+2
  I4=I+3
  I5=I+4
  I6=I+5
  I7=I+6

```

```

DP 091
DP 092
DP 093
DP 094
DP 095
DP 096
DP 097
DP 098
DP 099
DP 100
DP 101
DP 102
DP 103
DP 104
DP 105
DP 106
DP 107
DP 108
DP 109
DP 110
DP 111
DP 112
DP 113
DP 114
DP 115
DP 116
DP 117
DP 118
DP 119
DP 120
DP 121
DP 122
DP 123
DP 124
DP 125
DP 126
DP 127
DP 128
DP 129
DP 130
DP 131
DP 132
DP 133
DP 134
DP 135

```

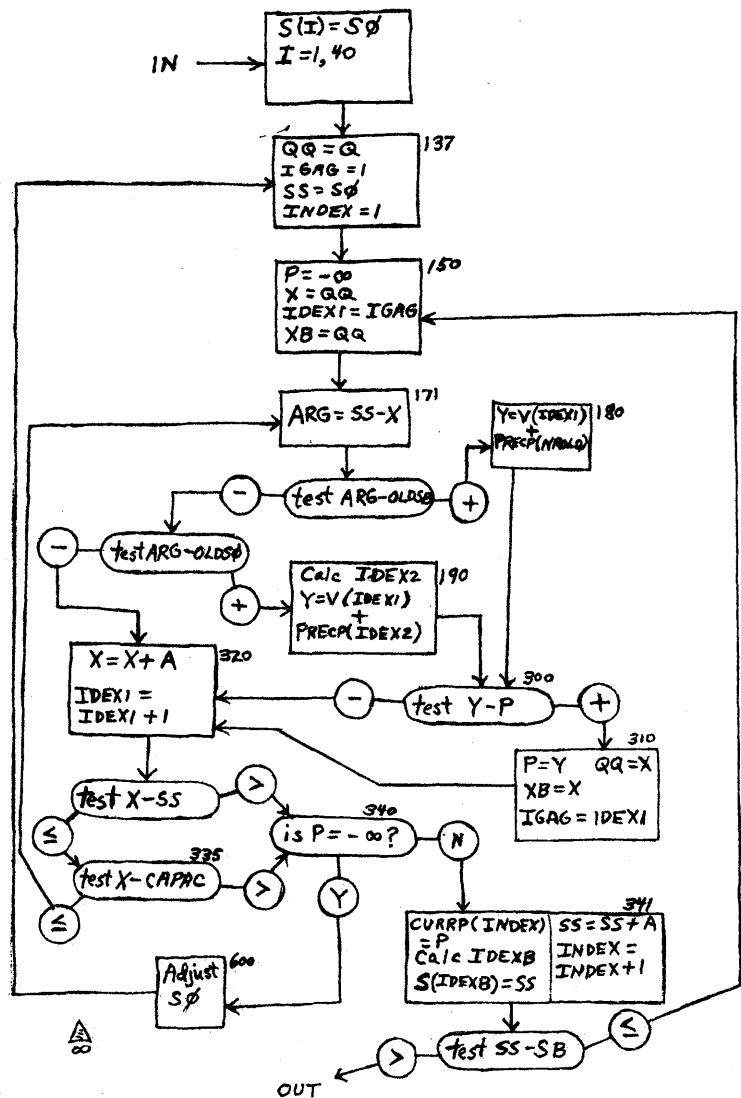
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DP 136
DP 137
DP 138
DP 139
DP 140
DP 141
DP 142
DP 143
DP 144
DP 145
DP 146
DP 147
DP 148
DP 149
DP 150
DP 151
DP 152
DP 153
DP 154
DP 155
DP 156
DP 157
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DP 163
DP 164
DP 165
DP 166
DP 167
DP 168
DP 169
DP 170
DP 171
DP 172
DP 173
DP 174
DP 175
DP 176
DP 177
DP 178
DP 179
DP 180

```

18=I+7
 19=I+8
 10=I+9
 11 READ 77,S(I),S(I2),S(I3),S(I4),S(I5),S(I6),S(I7)+S(I8),S(I9),S(I0) DP 181
 X = 0. DP 182
 17 IF(PLACE) 41,41,18 DP 183
 18 DO 20 I = 1,M DP 184
 IF(PLACE-S(I)) 22,22,20 DP 185
 20 CONTINUE DP 186
 X=CAPAC DP 187
 GO TO 23 DP 188
 22 EM = I-1 DP 189
 X = Q + A*EM DP 190
 23 PLACE = PLACE - X DP 191
 41 PUNCH 7777, IRECD,I,A,Q,CAPAC,X DP 192
 C X WILL BE THE OPTIMUM NO. OF UNITS TO PRODUCE DP 193
 IF(SENSE SWITCH 1) 42,43 DP 194
 C SENSE SWITCH 1 ON TO TYPE ANSWERS AS WELL AS PUNCH THEM DP 195
 42 TYPE 7777, IRECD,I,A,Q,CAPAC,X DP 196
 43 IF(NUMB-1) 999,48,10 DP 197
 C END OF JOB PROCEDURE DP 198
 48 TOTAL = BUD - PLACE DP 199
 PUNCH 7784, TOTAL DP 200
 IF(SENSE SWITCH 1) 49,51 DP 201
 49 TYPE 7784, TOTAL DP 202
 51 BUD = BUD - DBUD DP 203
 PLACE = BUD DP 204
 C SENSE SWITCH 2 ON TO REDUCE BUD BY DBUD AND OBTAIN ALT. SOLN. DP 205
 PUNCH 1102 DP 206
 IF(SENSE SWITCH 2) 55,6999 DP 207
 55 IF(SENSE SWITCH 3) 52,9 DP 208
 52 TYPE 7781 DP 209
 GO TO 9 DP 210
 6999 TYPE 1104 DP 211
 999 STOP DP 212
 END DP 213
 DP 214
 DP 215
 DP 216

Flow Chart of the Algorithm



XIV

listing of the Object Deck

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L8020P3000000000000
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} Post-
Lander

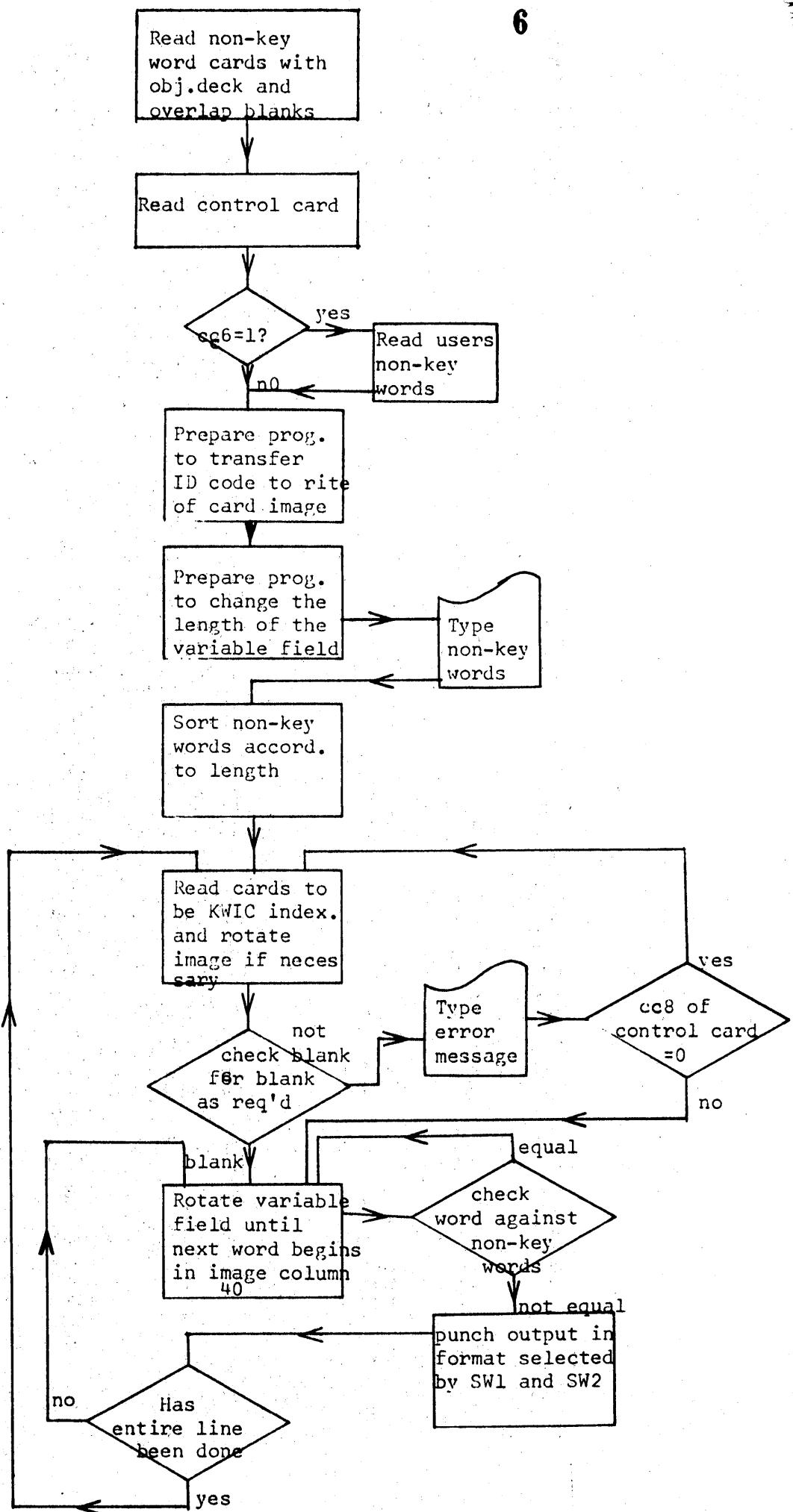
Note: maintain card order in the loader and post-loader. Otherwise card order is immaterial. This object produced by program "SQUEEA" 1.3.005.

J. W. Burgoon

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RCDSB	BT	RACD-12,RACD-13	02402 27 02522 02521
RNCD	BT	C0NTR	02414 36 10609 00500
SF	C0NTR		02426 32 10609 00000
SF	C0NTR+2		02438 32 10611 00000
BD	*+24,C0NTR+5		02450 43 02474 10614
B	B		02462 49 02858 00000
TD	BUFFA-2,400		02474 25 09607 00400
IR	INPUT-1,0RDRD-1		02486 31 06008 07808
BT	RACD-12,RACD-13		02498 27 02522 02521
B	B,7		02510 49 02858 -0000
SF	INPUT+1		02522 32 06010 00000
RACD	RACD	INPUT+2	02534 37 06011 00500
* READ NON-KEY WORD CARDS			
TFM	INDEXA,INPUT-1		02546 16 05806 -6008
TFM	INDEXB,INPUT		02558 16 05811 -6009
CF	INDEXA		02570 33 05806 00000
CF	INDEXB		02582 33 05811 00000
AM	INDEXA,2		02594 11 05806 -0002
AM	INDEXB,2		02606 11 05811 -0002
BD	*-48,INDEXA,11		02618 43 02570 05800
BD	*-60,INDEXB,11		02630 43 02570 0581J
AM	INDEXA,2		02642 11 05806 -0002
AM	INDEXB,2		02654 11 05811 -0002
SF	INDEXA,6		02666 32 05806 00000
CF	INDEXA		02678 33 05806 00000
BD	RACD+36,INDEXA,11		02690 43 02570 05800
BD	RACD+36,INDEXB,11		02702 43 02570 0581J
CF	INDEXA		02714 33 05806 00300
CF	INDEXB		02726 33 05811 00300
TF	INDEXC,INDEXB		02738 26 05816 05811
AM	INDEXC,2		02750 11 05816 -0002
BD	*+48,INDEXC,11		02762 43 02810 05810
RACD	INDEXB,6		02774 37 0581J 00500
CF	INDEXC		02786 33 05816 00000
B	RACD+36		02798 49 02570 00000
TFM	INDEXC,0,610		02810 16 05810 000-0
ID	INDEXC,400,6		02822 25 05810 00400
RCITY			02834 34 00000 00102
BB			02846 42 00000 00000
B	TFM	TRAN-1,BUFFT+2	02858 16 03025 J0211

TDM	G0+13,1		02870 15 04167 00001
BD	IF,C0NTR		02882 43 02918 10609
BD	IF,C0NTR+1		02894 43 02918 10610
B	*+36		02906 49 02942 00000
TF	TRAN+23,C0NTR+1		02918 26 03049 10610
B	*+48		02930 49 02978 00000
TDM	G0+13,9		02942 15 04167 00009
TFM	G0+6,BUFF+2		02954 16 04160 -5841
B	START		02966 49 03146 00000
SM	TRAN-1,2		02978 12 03025 -0002
STAR	N0P		02990 41 00000 00000
SF	TRAN+22		03002 32 03048 00000
SF	BUFFT-1		03014 32 10208 00000
TRAN	L00P-1,80,10		03026 16 04961 00000
SM	L00P-1,*-*		03038 12 04961 -0000
SM	TRAN-1,1		03050 12 03025 -0001
A	TRAN-1,TRAN+23		03062 21 03025 03049
A	TRAN-1,TRAN+23		03074 21 03025 03049
TFM	TRAN-13,BUFF+162		03086 16 03013 -6001
S	TRAN-13,TRAN+23		03098 22 03013 03049
S	TRAN-13,TRAN+23		03110 22 03013 03049
AM	TRAN-13,1		03122 11 03013 -0001
B	START		03134 49 03146 00000
* CHANGING LENGTH OF VARIABLE FIELDS			
START	BD	*+36,C0NTR+2	03146 43 03182 10611
BD	*+24,C0NTR+3		03158 43 03182 10612
B	L00P-24		03170 49 03746 00000
TF	L00P-1,C0NTR+3		03182 26 04961 10612
SF	L00P-2		03194 32 04960 00000
TFM	AB0UT-1,0		03206 16 04585 -0000
A	AB0UT-1,L00P-1		03218 21 04585 04961
A	AB0UT-1,L00P-1		03230 21 04585 04961
AM	AB0UT-1,ERR0R		03242 11 04585 -4611
TFM	AB0UT-1,65,610		03254 16 0458N 00005
AM	AB0UT-1,2		03266 11 04585 -0002
TD	AB0UT-1,400,6		03278 25 0458N 00400
* CHANGING LENGTH OF VARIABLE FIELDS			
* CLEAR FIELDS AND ADD LENGTHS			
* CLEAR AND ADD LENGTH OF FIELD TO REGISTERS FOR CHANGING LENGTH			
* VARIABLE FIELDS--THIS THEN ALLOWS THE CORRECT ROTATION AND OUTP			

* G OF THIS SUB							
* TRANSMIT CORRECTED LENGTHS TO EQUATIONS INCLUDING BUFF							
IFM	R0TATE-1,0	02290	16	05465	-0000		
A	R0TATE-1,LOOP-1	03302	21	05465	04961		
A	R0TATE-1,LOOP-1	03314	21	05465	04961		
IFM	ERR-1,0	03326	16	04381	-0000		
A	ERR-1,R0TATE-1	03338	21	04381	05465		
AM	ERR-1,BUFF	03350	11	04381	-5839		
TFM	RACD-1,0	03362	16	02533	-0000		
A	RACD-1,R0TATE-1	03374	21	02533	05465		
AM	RACD-1,BUFFB	03386	11	02533	-9809		
TFM	G0-1,0	03398	16	04153	-0000		
A	G0-1,R0TATE-1	03410	21	04153	05465		
AM	G0-1,BUFFA	03422	11	04153	-9609		
* FOR BUFF							
IF	R0TATE+11,ERR-1	03434	26	05477	04381		
IF	R0TATE+18,ERR-1	03446	26	05484	04381		
IF	R0TATE+66,ERR-1	03458	26	05532	04381		
SM	ERR-1,1	03470	12	04381	-0001		
IF	R0TATE+78,ERR-1	03482	26	05544	04381		
SM	ERR-1,1	03494	12	04381	-0001		
TF	R0TATE+42,ERR-1	03506	26	05508	04381		
AM	ERR-1,1	03518	11	04381	-0001		
TF	SUB2+71,ERR-1	03530	26	05645	04381		
* FOR BUFFA							
AM	G0-1,1	03542	11	04153	-0001		
TF	SUB40+30,G0-1	03554	26	05736	04153		
AM	G0-1,2	03566	11	04153	-0002		
TF	SUB40+35,G0-1	03578	26	05741	04153		
AM	G0-1,28	03590	11	04153	-0028		
TF	SUB40+6,G0-1	03602	26	05712	04153		
* FOR BUFFB							
AM	RACD-1,1	03614	11	02533	-0001		
TF	SUB2+42,RACD-1	03626	26	05616	02533		
TF	SUB2+107,RACD-1	03638	26	05681	02533		
SM	RACD-1,2	03650	12	02533	-0002		
TF	SUB2+102,RACD-1	03662	26	05676	02533		
AM	RACD-1,78	03674	11	02533	-0078		
TF	SUB2+66,RACD-1	03686	26	05640	02533		
AM	RACD-1,4	03698	11	02533	-0004		

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GD	RACD	BUFF1+2	04154	37	10211	00500	
NOP	ERMES		04166	41	04274	00000	
TD	BUFF1+164,400		04178	25	10373	00400	
TR	BUFF1,TRAN-1,11		04190	31	05840	0302N	
SM	TRAN-1,1		04202	12	03025	-0001	
CM	TRAN+11,0,10		04214	14	03037	000-0	
BE	*+24		04226	46	04250	01200	
TF	BUFF+162,TRAN-1,11		04238	26	06001	0302N	
AM	IRAN-1,1		04250	11	03025	-0001	
CF	TRAN-13,6		04262	33	0301L	00000	
* READ IN CARDS TO BE KEY WORD INDEXED							
* BEGIN CHECKING FOR ERRORS IN NON-BLANKS IN COLUMNS LL+LM OR IN THIS							
* DESIRED BY THE USE OF SM4							
ERMES	ITEM	ERR-1,0	04274	16	04381	-0000	
TD	BUFF+164,400		04286	25	06003	00400	
A	ERR-1,LOOP-1		04298	21	04381	04961	
A	ERR-1,LOOP-1		04310	21	04381	04961	
AM	ERR-1,BUFF+1		04322	11	04381	-5840	
BU	ERR,ERR-1,11		04334	43	04382	0438J	
AM	ERR-1,1		04346	11	04381	-0001	
BD	ERR,ERR-1,11		04358	43	04382	0438J	
B	ABOUT		04370	49	04586	00000	
ERR	RCTY	**RETURN CARRIAGE	04382	34	00000	00102	
TFM	ERROR-2,0		04394	16	04609	-0000	
A	ERROR-2,LOOP-1		04406	21	04609	04961	
AM	ERROR-2,1		04418	11	04609	-0001	
SF	ERROR-3		04430	32	04608	00000	
TF	ERROR+12,ERROR-2		04442	26	04626	04609	
TF	ERROR+16,ERROR-2		04454	26	04627	04609	
TDM	ERROR+13,7		04466	15	04624	00007	
TDM	ERROR+15,7		04478	15	04626	00007	
WATY	ERROR		04490	39	04611	00100	
* WRITE ERROR MESSAGE							

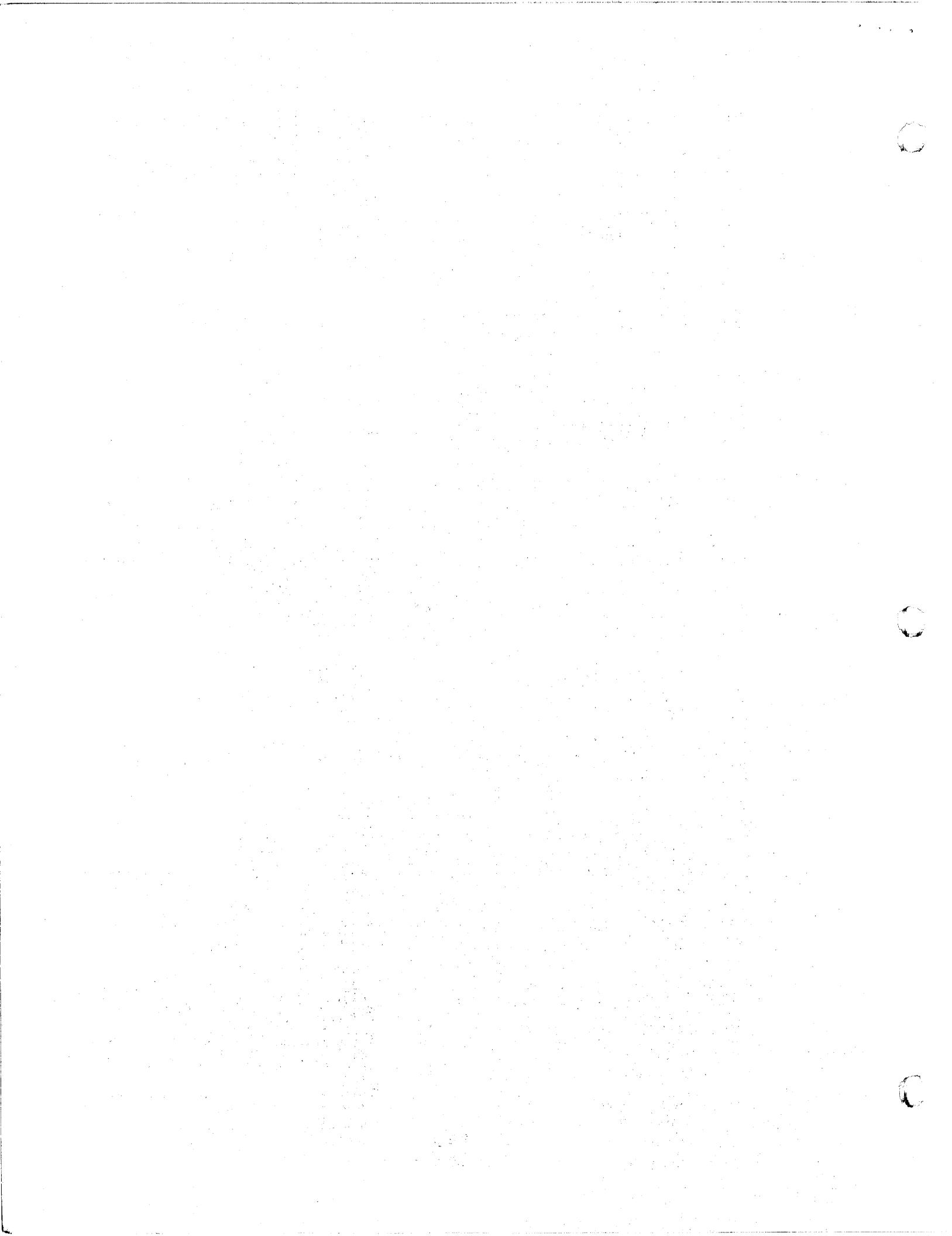
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IF	SUB2+54,RACD-1	03710 26 05628 02533
SM	RACD-1,3	03722 12 02533 -0003
IF	SUB2+50,RACD-1	03734 26 05664 02533
WAIT	INPUT+2	03746 39 06011 00100
IFM	INDXA,0RURD+2	03758 16 05816 -7811
* BEGIN REARRANGING NON-KEY WORDS BY LENGTH		
FLOOP	ITEM COMP1+9,0,10	03770 16 03791 000-0
COMP1	AM *+9,1,10, LENGTH OF WORD FOR THIS PASS	03782 11 03791 000-1
MM	COMP1+9,2,10	03794 13 03791 000-2
TFM	INDXA,INPUT-1	03806 16 05806 -6008
TFM	INDXB,INPUT	03818 16 05811 -6009
SM	INDXB,2,10	03830 12 05811 000-2
SM	INDXA,2,10	03842 12 05806 000-2
SL0OP	TFM *+21,0,10	03854 16 03875 000-0
AM	*+9,1,10, LENGTH OF THE WORD BEING WORKED ON	03866 11 03875 000-1
AM	INDXA,2	03878 11 05806 -0002
AM	INDXB,2	03890 11 05811 -0002
BD	SL0OP+12,INDXA,11	03902 43 03866 05800
BD	SL0OP+12,INDXB,11	03914 43 03866 0581J
C	COMP1+9,SL0OP+21	03926 24 03791 03875
BNE	SKIP	03938 47 03998 01200
TRANS	TF T1+11,99	03950 26 03973 00099
T1	AM INDXC	03962 11 05816 -0000
TF	INDXC,INDXB,611	03974 26 05810 0581J
AM	INDXC,2	03986 11 05816 -0002
SKIP	AM INDXA,2	03998 11 05806 -0002
AM	INDXB,2	04010 11 05811 -0002
BD	SL0OP,INDXA,11	04022 43 03854 05800
BNR	*+24,INDXB,11	04034 45 04058 0581J
B	*+24	04046 49 04070 00000
BD	SL0OP,INDXB,11	04058 43 03854 0581J
T0	INDXC,400,6	04070 25 05810 00400
AM	INDXC,2	04082 11 05816 -0002
CM	COMP1+9,20,10	04094 14 03791 000K0
BNE	COMP1	04106 47 03782 01200
T0	0RURD+4,400	04118 25 07813 00400
T0	INDXC,400,6	04130 25 05810 00400
* FINISH ORDERING OF NON-KEY WORDS		
SF	BUFFT-1	04142 32 10208 00000

RCTY		04502 34 00000 00102
TD	BUFF+164,400	04514 25 06003 00400
WAIT	BUFF+2	04526 39 05841 00100
* WRITE ERROR CARD		
TFM	ERR+1,41,10	04538 16 04383 000M1
TFM	ERR+97,41,10	04550 16 04479 000M1
BD	ABOUT,CONTR+7	04562 43 04586 10616
B	GO	04574 42 04154 00200
ABOUT	TFM INDXA,INPUT-1	04586 16 05806 -6008
B	LOOP-12	04598 49 04950 00000
ERROR	DAC 50, COLUMN 67 IS NOT BLANK AS REQUIRED.	04611 00100
DAC	31,	04711 00062
ERI	DAC 45, TO CONTINUE WITH THE NEXT CARD, PRESS START.	04773 00090
RESET	DAC 44, RESET SW4, TYPE NEW VARIABLE COLUMN LENGTH.	04863 00088
TFM	*+21,66,10	04950 16 04971 00006
LOOP	SM *+9,1,10	04962 12 04971 000-1
B1	GO	04974 47 04154 01300
BD	ROTATE,BUFF+78	04986 43 05466 05917
BD	ROTATE,BUFF+77	04998 43 05466 05916
BD	*+36,BUFF+80	05010 43 05046 05919
BD	*+24,BUFF+79	05022 43 05046 05918
B	ROTATE	05034 49 05466 00000
SF	BUFF+79	05046 32 05918 00000
TFM	INDXA,BUFF+79	05058 16 05806 -5918
TFM	INDXB,BUFF+80	05070 16 05811 -5919
TFM	INDXC,0	05082 16 05816 -0000
AM	INDXA,2	05094 11 05806 -0002
AM	INDXB,2	05106 11 05811 -0002
AM	INDXC,1	05118 11 05816 -0001
BD	*-36,INDXA,11	05130 43 05094 05800
BD	*-48,INDXB,11	05142 43 05094 0581J
SM	INDXB,2	05154 12 05811 -0002
TF	INDXC1,INDXC	05166 28 05831 05816
A	INDXC1,INDXC1, LENGTH OF WORD	05178 21 05831 05831
TF	INDXC2,INDXC	05190 26 05836 05816
TFM	INDXB1,0RURD	05202 16 05826 -7809
AM	INDXB1,2	05214 11 05826 -0002

BNR	*-12, INDXB1,11	05226 45 05214 05820
SM	INDXC2,1	05238 12 05826 -0001
BH	*-36, INDXC2,11	05250 46 05214 01130
NOP	.., WE HAVE RECORD MARKE BEFORE FIRST CHARACTER OF CORRECT	05262 41 00000 00000
NXTWD	AM INDXB1,2	05274 11 05826 -0004
HNR	*+24, INDXB1,11	05286 45 05310 05820
A	INDC	05298 49 05382 00000
SM	INDXB1,2	05310 12 05826 -0002
A	INDXB1,1,INDXC1	05322 21 05826 05831
C	INDXB1,1,INDXB,611	05334 24 05820 0581J
BE	ROTATE	05346 46 05466 01200
AM	INDXB1,2	05358 11 05826 -0002
B	NXTWD	05370 42 05274 00000
INDC	BC1 COL40	05382 46 05442 00100
* SELECT METHODS OF PUNCHING		
* SW1 UP FOR KEY WORDS ONLY IN COLUMN J/		
* SW2 UP FOR KEY WORDS ONLY IN COLUMN I		
* SW1+SW2 OFF FOR BOTH TYPES OF OUTPUT		
BC2	COL2	05394 46 05418 00200
BTM	SUB40	05406 17 05706 -0000
COL2	BTM	05418 17 05574 -0000
B	ROTATE	05430 49 05466 00000
COL40	BTM	05442 17 05706 -0000
B	ROTATE	05454 49 05466 00000
ROTATE	TD *+47, BUFF+132	05466 25 05513 05971
TD	BUFF+132,400	05478 25 05971 00400
TR	BUFF-1,BUFF+1	05490 31 05838 05840
TUM	BUFF+130	05502 15 05967 00000
SF	BUFF-1	05514 32 05838 00000
TF	BUFF+132,BUFF	05526 26 05971 05839
CF	BUFF+131	05538 33 05970 00000
CF	BUFF+77	05550 33 05916 00000
B	LOOP	05562 49 04962 00000
* NEW SUBR2 ROUTINE		
SUB2	TD BUFF+163,400	05574 25 06002 00400
* SUBR TO OUTPUT IN COLUMN 1		
TR	BUFFB-1,BUFF+1	05586 31 09808 05840
TD	BUFFB+76,400	05598 25 09885 00400
TR	BUFFB+133,BUFFB-1	13 05610 31 09942 09808

TR	BUFFB+213,BUFF+1	05622 31 10022 05840
TR	BUFFB+211,BUFF+133	05634 31 10020 05972
TUM	BUFFB+76,0	05646 15 03885 00000
IFM	BUFFB+210,0,10	05658 16 10019 000-0
TR	BUFFB+131,BUFFB+133	05670 31 09940 09942
WACD	BUFFB+78	05682 39 09887 00400
BB		05694 42 00000 00000
SUB40	TD BUFF+163,400	05706 25 06002 00400
* SUBR TO OUTPUT IN COLUMN 40		
TR	BUFFA+1,BUFF+1	05718 31 09610 05840
TR	BUFFA+133,BUFFA+135	05730 31 09742 02744
TD	BUFFA+77,400	05742 25 09686 00400
IR	BUFFA-1,BUFFA+1	05754 31 09608 09610
IFM	BUFFA+78,0,8	05766 16 0268/ 0-000
WACD	BUFFA	05778 39 09609 00400
BB		05790 42 00000 00000
INDXA	DS 5	05806 00005
INDXB	DS 5	05811 00005
INDXC	DS 5	05816 00005
INDXA1	DS 5	05821 00005
INDXB1	DS 5	05826 00005
INDXC1	DS 5	05831 00005
INDXC2	DS 5	05836 00005
BUFF	DAC 50,	05839 00100
DSC	50,0	05938 00050
DSC	20,0	05988 00020
INPUT	DAS 900	06009 01800
DRDRD	DAS 900	07809 01800
BUFFA	DAS 100	09609 00200
BUFFB	DAS 200	09809 00400
BUFFI	DAS 200	10209 00400
CONIK	DAS 64	10609 00160
DENV	RCDSB	02402



PART IV - NOTES ON THIS PROGRAM

A. Node Numbering

In many previous programs of this sort the jobs had to be numbered so that the head of an arrow (J) was always greater than the tail (I) of that arrow. In addition input cards had to be in J sequence within I sequence with no missing I values. These restrictions allowed checking arrow diagram logic by a sequence check of I values and a test of I against J. In this program another method is used for checking logic that removes these restrictions.

As long as none of the restrictions of Part II are violated, I and J may be any three digit numbers. However, the restrictions on maximum project size are in terms of the highest numbered node and not in terms of the total number of nodes, so it is sometimes necessary to use the smallest numbers available for I and J. There is also a slight speed advantage in putting the jobs in approximately the same order as the previous restriction required.

B. Program Capacity

For a 20,000 digit core memory machine, the sum of the number of the highest numbered node and the number of jobs must be 1672 or less. For 40,000 digits of storage this restriction is 3672 and for 60,000 digits it is 5672. The highest possible numbered node is 999. For 20,000 digits the maximum number of jobs may be less than 1400 for the reason stated in Part VI - C.

C. Machine Requirements

1620 Data Processing System

1622 Card Read Punch

No other special features

1623 Additional Core Memory is optional.

PART V - INPUT

The input to this program contains three types of data cards. Type 1 and 2 cards may be arranged in any desired order. See Appendix A for sample problem input.

Type 1 - Heading or description cards

These are identified by some character in column 1, other than a blank or numeric digit. The remainder of the card may be punched with any information desired. The identifying character in column 1 may be different for each type 1 card.

Type 2 - Job description cards

There is one of these for every job in the project. Blanks in numeric fields are taken as zeros, except that a zero I field must be punched zero in the units position (column 3).

Columns

1 - 3 Tail of the job arrow - I

4 - 6 Head of the job arrow - J

7 - 10 Time duration of the job - D (I,J)

11 - 15 Cost of the job

16 - 50 Description of the job and miscellaneous data

51 - 80 Not used - may contain anything

Type 3 - End of the project

This is the last card in the input deck and should be blank.

9.

PART VI - OPERATING INSTRUCTIONS

A. Program Deck

The SPS listing of this program is in Appendix C. The condensed program deck (listing in Appendix D) consists of 70 cards numbered 00 through 69 in columns 79-80. Column 1 of card number 62 contains a digit signifying the core memory size of the computer being used.

2 20,000 Positions

4 40,000 Positions

6 60,000 Positions

B. Procedure

PARITY Switch - STOP

0 FLOW Switch - STOP

I/O Switch - STOP

Program Switches - not used

Load Program Deck - Depress RESET, place program deck in read hopper, depress LOAD. To read final program card, depress READER START. Computer then halts when program is loaded.

Data Pass I - Place data deck in read hopper, press READER START and computer START. To read the final data card, depress READER START.

Computer does error analysis and either halts or prints an error message.

Data Pass II - If no errors were discovered, place data deck in read hopper and blank cards in punch hopper. Press READER START, PUNCH START, and computer START. To read the final data card, depress READER START.

C. Error Messages and Actions

Error 1 - Available storage has been exceeded. The number of the highest numbered arrow plus the number of jobs is greater than 1672 (for 20,000 positions of storage). Typewriter prints I,J,D, COST for

the last job and halts. To work the next project press START.

Error 2 - More than one "last" node (a node which is not the tail of some arrow) has been found. Typewriter prints the numbers of all but the first "last" node found and halts. To find the first "last" node type out locations 3247-49. To work the next project INSERT 16 01095 00016 49 00402, RELEASE, START.

Error 3 - More than one "first" node (a node which is not the head of some arrow) has been found. Typewriter prints the numbers of all but the first "first" node found and halts. To find the first "first" node type out location 3244-46. To work the next project INSERT 16 01095 00016 49 00402, RELEASE, START.

Error 4 - A loop has been found in the arrow diagram. For example a series of jobs (1,2), (2,3), and (3,1) would be a loop. Typewriter prints I,J,D, COST for the first job where the error may be detected. (i.e. The earliest start for this job exceeds the sum of all job times.) This job need not be on the loop itself, but may be on a chain of jobs which passes through one of the nodes on the loop. To work the next project press START.

There is a very remote possibility that a type 1 error could go undetected as such. During data pass I a temporary table is set up in locations 4000 - 6001 to be used to find "first" and "last" nodes. If 1400 jobs or more are read, this table may be destroyed. This will cause several type 2 and 3 error messages however.

PART VII - OUTPUT

A deck of cards similar to the pass II data deck is produced. The type 1 output cards are unchanged. The type 2 output cards are identical to input in columns 1 - 50, and contain the following calculated quantities in columns 51 - 80.

Columns

51 - 55	Earliest start date
56 - 60	Earliest finish date
61 - 65	Latest start date
66 - 70	Latest finish date
71 - 75	Total float time
76 - 80	Free float time
75	Contains * if this is a critical job

There are no type 3 cards in the output deck. The last output card is a type 1 card containing project cost and completion date. By letting the first column of the output cards be a printer format control, any desired listing may be developed.

PART VIII - SUGGESTIONS

A Additional or Special Output

The second pass of data controls the amount of output. For example if you do not wish to include dummy jobs in the printed report, omit them from the data deck in the second data pass. If you wish to prepare several reports on one project, it is possible to make several second passes.

Prepare a transfer card with 49 01798 0000 in columns 1 - 12, and place it on top of the pass 2 deck. Press RESET and LOAD to execute another second pass.

B Least Cost Estimating

Repeated applications of this program will give an idea of how project completion time varies with cost. First schedule the project with normal job time and normal costs, then compress the schedule along the critical path, which shortens the over-all project time at the expense of increasing some job costs. Running the schedule again will show the new project time and cost and the new critical path. If the assumption is made that cost of a job varies linearly with completion time between the limits of normal job time and crash time, this estimating may be done automatically by means of a specialized parametric linear programming algorithm. In either case a series of project durations are obtained as a function of direct job costs. By combining these with the indirect costs for overhead, penalties, etc., the least cost may be estimated.

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PART X - APPENDIX A

APPENDIX A - SAMPLE PROBLEM INPUT

SAMPLE PROBLEM - FIGURE 1

SCHEDULE REPLACEMENT OF A PIPE LINE

I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF
1	2	10		LEAD TIME						
1	5	28		TIME AVAILABLE						
2	3	2	300	MEASURE AND SKETCH						
2	20	1	25	MAKE ASSIGNMENTS						
20	3									
3	4	1	100	DEVELOP MATERIAL LIST						
4	5									
4	6	2	300	ERECT SCAFFOLD						
4	7	30	850	PROCURE PIPE						
4	8	45	300	PROCURE VALVES						
5	6	1	100	DEACTIVATE LINE						
6	8									
6	9	6	400	REMOVE OLD PIPE						
7	9	5	1200	PREPARE SECTIONS						
8	11	1	100	PLACE VALVES						
9	10	6	800	PLACE NEW PIPE						
10	11	2	100	WELD PIPE						
11	12	1	100	FIT UP						
11	13	4	300	INSULATE						
12	13									
12	14	1	50	PRESSURE TEST						
13	14	1	100	REMOVE SCAFFOLD						
14	15	1	100	CLEAN UP						
1	15	60		PROMISED COMPLETION						

TEST PROBLEM - SEE FIGURE 2

I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF
1	2	3								
1	3	9								
2	3	4								
2	5	7								
3	4	5								
4	5	6								

APPENDIX F - SAMPLE PROBLEM OUTPUT

SAMPLE PROBLEM - FIGURE 1

SCHEDULE REPLACEMENT OF A PIPE LINE

I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF
1	2	10		LEAD TIME		10		10	*	
1	5	28		TIME AVAILABLE		28	16	44	16	
2	3	2	300	MEASURE AND SKETCH	10	12	10	12	*	
2	20	1	25	MAKE ASSIGNMENTS	10	11	11	12	1	
20	3				11	11	12	12	1	1
3	4	1	100	DEVELOP MATERIAL LIST	12	13	12	13	*	
4	5				13	13	44	44	31	15
4	6	2	300	ERECT SCAFFOLD	13	15	43	45	30	14
4	7	30	850	PROCURE PIPE	13	43	16	46	3	
4	8	45	300	PROCURE VALVES	13	58	13	58	*	
5	6	1	100	DEACTIVATE LINE	28	29	44	45	16	
6	8				29	29	58	58	29	29
6	9	6	400	REMOVE OLD PIPE	29	35	45	51	16	13
7	9	5	1200	PREFAB SECTIONS	43	48	46	51	3	
8	11	1	100	PLACE VALVES	58	59	58	59	*	
9	10	6	800	PLACE NEW PIPE	48	54	51	57	3	
10	11	2	100	WELD PIPE	54	56	57	59	3	3
11	12	1	100	FIT UP	59	60	62	63	3	
11	13	4	300	INSULATE	59	63	59	63	*	
12	13				60	60	63	63	3	3
12	14	1	50	PRESSURE TEST	60	61	63	64	3	3
13	14	1	100	REMOVE SCAFFOLD	63	64	63	64	*	
14	15	1	100	CLEAN UP	64	65	64	65	*	
1	15	60		PROMISED COMPLETION	60	5	65	65	5	5
- PROJECT COST				5225	PROJECT COMPLETION				65	

TEST PROBLEM - SEE FIGURE 2

I	J	D	COST	DESCRIPTION OF JOBS	ES	EF	LS	LF	TF	FF
1	2	3				3	2	5	2	
1	3	9				9		9	*	
2	3	4			3	7	5	9	2	2
2	5	7			3	10	13	20	10	10
3	4	5			9	14	9	14	*	
4	5	6			14	20	14	20	*	
- PROJECT COST				PROJECT COMPLETION			20			

Appendix C - Program listing - SPS

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10 * ORIGICAL PATH SCHEDULING FOR PROJECTS
 20 * PLANNED BY THE ARROW PROGRAMMING LANGUAGE Z
 30 *
 40 * RAY NO. BAUER IOM SYSTEMS RESEARCH INSTITUTE
 50 * JULY 16, 1964Z
 60 *
 70 *
 80 * INPUT DATA - ANY NUMBER OF TYPE 1 AND TYPE 2 CARDS. ARROWS
 90 * MAY BE INTERFERED AND IN ANY ORDER. THESEZ
 ARE FOLLOWED BY A TYPE 3 CARDZ
 100 *
 110 *
 120 *
 130 *
 140 *
 150 *
 160 *
 170 *
 180 *
 190 *
 200 *
 210 *
 220 *
 230 *
 240 *
 250 *
 260 *
 270 *
 1010 *
 1020 *
 1030 *
 1040 *
 00402 1050 DORG 402Z
 C0402 16 00432 -3999 1130 JOBS TFM *+30.3999.. INITIALIZATIONZ
 00414 11 00432 000-1 1140 AM *+18.1.10Z
 00426 33 00000 00000 1150 CF Z
 00438 14 00432 -6001 1160 CM *-6.6001Z
 00450 47 00414 01200 1170 BNE JOBS+12Z
 00462 22 03232 03232 1180 S TCOST,TCOSTZ
 00474 22 03240 03240 1190 S MOST,MOSTZ
 00486 16 03243 00-00 1200 TFM BIG.0.92
 00498 16 03253 0-000 1210 TFM K.0.8Z
 00510 32 00100 00000 1220 SF RECORD-1Z
 1240 * Z
 00522 17 02850 000-0 2010 READ1 BTM READ.0.10, READ AND STORE IJD(K)Z
 00534 44 00794 02848 2020 BNF AVAIL,READ-2., FLAG I AND J NUDESZ
 00546 11 03253 0-001 2030 AM K.1.BZ
 00558 17 02850 000-0 2040 BTM TNS.0.10Z
 00570 26 00600 03270 2050 TF *+30.SIZEZ
 00582 22 00599 03253 2060 S *+17.KZ
 00594 26 00000 03173 2070 TF *DZ
 00606 32 03167 00000 2080 SF J-2Z
 00618 32 03170 00000 2090 SF D-3Z
 00630 32 03174 00000 2100 SF COST-4Z

00542 21 03232 03178	2140	A	LAST,0.9Z
00654 21 03240 03173	2120	A	LAST,0.9Z
00665 20 03246 03166	2130	TF	FLAG10+0.1Z
0070 25 00708 03169	2140	TF	FLAG10-10.0Z
0070 32 034020 000000	2100	TF	FLAG10-10.0Z
00702 34 030000 000000	2100	TF	FLAG10-10.0Z
	2170 *	TF	FLAG10-10.0Z
00714 24 03166 03243	2100	C	10013++
00726 47 00750 0T100	2170	BNE	*+2-***
00730 26 03243 03166	2200	TF	LAST,0.9Z
00750 24 03169 03243	2210	C	0.0113Z
00762 44 00786 01100	2240	BNE	*+24Z
00774 26 03243 03169	2230	TF	810.0Z
00780 44 00782 000000	2240	B	READ1Z
00794	2250	DORG	*-3Z
00794 16 03263 -3205	3010	TFM	TEST,TUZ
00805 21 03262 03243	3020	A	TEST-1.BIGZ
00818 21 03262 03253	3030	A	TEST-1.KZ
00830 24 03263 03270	3040	C	TEST-SIZEZ
00842 46 02318 01100	3050	BH	ERROR1Z
	3060 *	Z	FIND STARTING AND ENDING NODES
	3070 *	Z	CHECK FOR MORE THAN ONE OF EACHZ
	3080 *	Z	
00854 26 03258 03253	3095	TF	FLAG10.KZ
00866 16 03246 00-00	3100	TFM	FIRST,0.9Z
00878 16 03249 00-00	3110	TFM	LAST,0.9Z
00890 26 03253 03243	3120	TF	K,BIGZ
00902 26 01049 03253	3130	TF	OMEGA111.KZ
00914 26 00961 03253	3140	TF	CKFLAG+23.KZ
00920 26 00949 03253	3150	TF	CKFLAG+11.KZ
00938 44 01038 04000	3160	CKFLAG	OMEGA.4000Z
00950 44 00994 03000	3170	BNF	ALPHA.5000Z
00962 12 03253 00-01	3180	OUT	SM
00974 46 01094 01200	3190	BZ	TICALCZ
00986 49 00902 000000	3200	B	CKFLAG-36Z
00994	3210	DORG	*-3Z
00994 14 03246 00-00	3220	CM	FIRST,0.9Z
01006 47 02358 01200	3230	BNE	ERROR3Z
01018 26 03246 03253	3240	TF	FIRST,KZ
01030 49 00962 000000	3250	B	CUTZ
01038	3260	DORG	*-3Z
01038 44 00982 036000	4010	OMEGA	BUT,5000Z
01050 14 03249 00-00	4020	CM	LAST,0.9Z
01062 47 02338 01200	4030	BNE	ERROR2Z
01074 26 03249 03253	4040	TF	LAST,KZ
01085 47 00982 000000	4050	B	OUTZ
01094	4060	DORG	*-3Z
	4070 *	Z	
	4080 *	Z	COMPUTE EARLIEST STARTING TIMES - TI(1)Z
	4090 *	Z	CHECK FOR A LOOP IN THE ARROW DIAGRAMZ
	4100 *	Z	
01094 47 01124 -3205	4110	TICALC	TFM *+30.TIZ
01106 16 01148 -3205	4120	TFM	*+42.TUZ

011118	16	01100	-00000	4130	TF	4	*0Z
01130	11	01124	00000	4140	AM	*-6+10+10Z	
01142	16	00000	99999	4150	TF	4	,99999Z
01154	11	01148	00000	4160	AM	*-6+10+10Z	
01166	12	03243	00-01	4170	SM	31G+1+9Z	
01176	46	01118	01300	4180	BNN	11CALC+4Z	
01190	16	03253	0-000	4190	TFM	4	*-0,8Z
01202	33	03264	00000	4200	CF	FLAGZ	
01214	11	03253	0-001	4210	AM	K+1,8Z	
01226	17	02484	000-0	4220	BTM	GETIJD+0,10Z	
01238	16	01273	-3280	4230	TFM	*+35,TIZ	
01250	21	01272	03166	4240	A	*+22,1Z	
01262	26	03263	00000	4250	TF	TESTZ	
01274	21	03263	03173	4260	A	TEST,DZ	
01286	16	01321	-3280	5010	TFM	*+35,TIZ	
01298	21	01320	03169	5020	A	*+22,JZ	
01310	26	03219	00000	5030	TF	TIZ	
01322	24	03219	03263	5040	C	TIJ,TESTZ	
01334	47	01390	01300	5050	BL	ONIZ	
01346	24	03283	03268	5060	BACK1	C	K,KLASTZ
01358	47	01214	01200	5070	BNE	TILOOP+4Z	
01370	44	01470	03264	5080	BNF	TJCALC,FLAGZ	
01382	49	01190	00000	5090	S	TILOOPZ	
01390				5100	DORG	*-3Z	
01390	24	03263	03240	5110	ONI	C	TEST,MOSTZ
01402	46	02426	01100	5120	BH	ERROR4Z	
01414	16	01444	-3280	5130	TFM	*+30,TIZ	
01426	21	01443	03169	5140	A	*+17,JZ	
01438	26	00000	03263	5150	TF	,TESTZ	
01450	32	03264	00000	5160	SF	FLAGZ	
01462	49	01346	00000	5170	S	BACKIZ	
01470				5185	DORG	*-3Z	
				5180		Z	
				5190		*	
					COMPUTE LATEST STARTING TIMES - TJ(JZ)		
				5200		*	
						Z	
01470	16	01506	-3280	5210	TJCALC	TFM	*+35,TIZ
01482	21	01504	03249	5220	A	*+22,LASTZ	
01494	26	03184	00000	5230	TF	LAMDAZ	
01506	16	01538	-3285	5240	TFM	*+30,TIZ	
01518	21	01535	03249	5250	A	*+17,LASTZ	
01530	26	00000	03184	5260	TF	,LAMDAZ	
01542	26	03253	03258	6010	TILOOP	TF	K,KLASTZ
01554	33	03264	00000	6020	CF	FLAGZ	
01566	17	02484	000-0	6030	BTM	GETIJD+0,10Z	
01578	16	01613	-3285	6040	TFM	*+35,TIZ	
01590	21	01612	03169	6050	A	*+22,JZ	
01602	26	03263	00000	6060	TF	TESTZ	
01614	22	03263	03173	6070	S	TEST,DZ	
01626	16	01661	-3285	6080	TFM	*+35,TIZ	
01638	21	01660	03166	6090	A	*+22,1Z	
01650	26	03224	00000	6100	TF	TIZ	
01662	24	03224	03263	6110	C	TJ1,TESTZ	
01674	46	01730	01100	6120	BH	ONIZ	
01686	12	03253	0-001	6130	BACK1	SM	K+1,8Z

01698 47 01566 01280 6140 BNZ T0L00P+24Z
 01710 44 01780 03264 6150 BNF OUTP01,FLAGZ
 01722 49 01542 00000 6150 B T0L00PZ
 01730 6170 DORG *-32
 01730 16 01780 -3265 6160 UNJ TFM *+30,TJZ
 01742 21 01759 03166 6190 A *+17,IZ
 01754 28 00000 03263 6200 TF TESTZ
 01766 32 03264 00000 6205 SF FLAGZ
 01778 49 01686 00000 6210 B SACRUZ
 01786 6220 DORG *-32
 6230 * Z
 6240 * CALCULATE AND PUNCH START, FINISH, AND FLOAT TIMESZ
 6250 * Z
 01786 48 00000 00000 7010 OUTPUT H Z
 01798 17 02850 000-J 7020 READ02 BTM READ,-I,IZ
 01810 44 02226 02848 7030 BNF EOJ,READ-2Z
 01822 33 03265 00000 7125 CF CRITZ
 01834 17 02550 000-0 7130 BTM TNS,0,10Z
 01846 32 03187 00000 7140 SF J-2Z
 01858 32 03170 00000 7150 SF D-3Z
 01870 16 01905 -3280 7160 TFM *+35,IZ
 01882 21 01704 03166 7170 A *+22,IZ
 01894 26 03189 00000 7180 TF IIZ
 01906 16 01941 -3280 7190 TFM *+35,TIZ
 01918 21 01940 03189 7200 A *+22,JZ
 01930 26 03219 00000 7210 TF TJZ
 01942 16 01977 -3285 7220 TFM *+35,TIZ
 01954 21 01976 03160 7230 A *+22,JZ
 01966 26 03204 00000 7240 TF TJZ
 01978 26 03194 03189 7250 TF EF,IIZ
 01990 21 03194 03173 7260 A EF,0Z
 02002 26 03199 03204 8010 TF LS,TJJZ
 02014 22 03199 03173 8020 S LS,DZ
 02026 26 03209 03199 8030 TF TF,LSZ
 02038 22 03209 03189 8040 S TF,IIZ
 02050 47 02074 01200 8050 BNZ *+24Z
 02062 32 03265 00000 8060 SF CRITZ
 02074 26 03214 03210 8070 TF FF,TIJZ
 02086 22 03214 03194 8080 S FF,EFZ
 02098 16 03275 -0201 8090 TFM STRIP,RECORD+100Z
 02110 17 02656 -3185 8100 BTM EDIT,IIT,-4Z
 02122 17 02656 -3190 8110 BTM EDIT,EF,-4Z
 02134 17 02656 -3195 8120 BTM EDIT,LS,-4Z
 02146 17 02656 -3200 8130 BTM EDIT,TJJ,-4Z
 02158 17 02656 -3205 8140 BTM EDIT,TF,-4Z
 02170 17 02656 -3210 8150 BTM EDIT,FF,-4Z
 02182 44 02206 03265 8160 BNF *+24,CRITZ
 02194 16 00249 000J4 8170 TFM RECORD+148,14,10Z
 02206 39 00101 00400 8180 WACD RECORD
 02218 49 01798 00000 8190 B READZZ
 02226 8200 DORG *-32
 9010 * Z
 9020 * PUNCH TOTAL COST AND COMPLETION TIMEZ
 9030 * Z

21.

02220 31 00100 02982 9040 EOJ TR RECORD-1,TITLE-1Z
 02238 10 03275 -0137 9050 TFM STRIP,RECORD+36Z
 02250 17 02656 -3229 9060 BTM EDIT,TCUST-7Z
 02262 16 03275 -0227 9070 TFM STRIP,RECORD+120Z
 02274 17 02656 -3180 9100 BTM EDIT,LAMUA-4Z
 02286 39 00101 00400 9110 WACD RECORDZ
 02298 48 00000 00000 9120 GOBACK H Z
 02310 49 00404 00000 9130 B JUBSZ
 02318 9140 DORG *-3Z
 9150 * Z
 9160 * ERROR ROUTINESZ
 9170 * Z
 02318 15 03157 00001 9180 ERROR1 TDM ER+1C,1Z
 02330 49 02438 00000 9190 B ER14Z
 02338 9200 DORG *-3Z
 02358 15 03157 00002 9210 ERROR2 TDM ER+1C,1Z
 02350 49 02370 00000 9220 B ER23Z
 02358 9230 DORG *-3Z
 02358 15 03157 00003 9240 ERROR3 TDM ER+12,3Z
 02370 16 01095 000M8 9250 ER23 TFM TICALC+1,48,10Z
 02382 34 00000 00102 9251 RCTY Z
 02394 39 03145 00100 9252 WATY ERZ
 02406 38 03250 00100 9253 WNTY K-3Z
 02418 49 00964 00000 9254 B OUTZ
 02426 9260 DORG *-3Z
 02426 15 03157 00004 10010 ERROR4 TDM ER+12,4Z
 02438 34 00000 00102 10020 ER14 RCTY Z
 02450 39 03145 00100 10030 WATY ERZ
 02462 38 03164 00100 10032 WNTY I-2Z
 02474 49 02298 00000 10040 B GOBACKZ
 02482 10050 DORG *-3Z
 11010 * Z
 11020 * SUBROUTINE TO GET I,J,K(L) FROM STORAGEZ
 11030 * Z
 02483 2 00000 11040 DS ZZ
 02484 26 02519 03270 11050 GETIJD TF *+35,SIZEZ
 02496 22 02518 03253 11060 S **+22,RZ
 02508 20 03173 00000 11070 TF DZ
 02520 32 03167 00000 11080 SF J-2Z
 02532 32 03170 00000 11090 SF D-2Z
 02544 42 00000 00000 11100 BB Z
 02548 11110 DORG *-7Z
 11120 * Z
 11130 * SUBROUTINE TO TRANSFER NUMERIC STRIPZ
 11040 * FOR INPUT FIELDS I, J, D, AND CUSTZ
 11150 * Z
 02549 2 00000 11160 DS ZZ
 02550 16 02580 -3164 11170 TNS TFM *+30,I-2Z
 02562 16 02585 -0101 11180 TFM *+23,RECORDZ
 02574 25 00000 00000 11190 TD Z
 02586 11 02585 000-4 11200 AM *-1,2,10Z
 02298 11 02580 000-1 11210 AM *-15,1,10Z
 02610 14 02580 -3179 11220 CM *-30,CUST+1Z
 02622 47 02574 01200 11230 BNE *-48Z

5
 COMPUTER
 TECHNOLOGY

22.

02654	32	03104	00000	11250	SF	1-22
2646	42	03000	00000	11250	BB	2
02650	11260				DORG	*-72
02650	12010					
	12020					
	12030					
	12040	*				
	12050	*				
02654	5	00000	12050	12050	DS	
02653	32	32664	00000	12050	CF	
02653	26	27399	02665	12050	CF	
02650	26	02746	03275	12050	TP	
02692	26	02783	02655	12050	IF	
02704	26	02790	03275	12050	IF	
02710	44	02760	03264	12050	DNF	
02726	45	02760	03060	12145	RD	
02740	16	03060	03060	12150	TFM	0.0.102
02752	49	02798	00000	12150	3	DTG14562
02760	33	03264	00000	12150	DS	
02772	25	02745	00000	12190	DORG	*-32
02784	16	02700	00000	12200	CF	
02790	11	02933	000-1	12210	TFM	*70.0.202
02808	11	03275	000-2	12220	AM	EDIT-1.1.102
02820	20	02843	02650	12230	AM	STMPD-102
02832	44	02659	00000	12240	TF	*43.0011-12
02844	42	00000	00000	12250	BNF	EDIT1422
02848					BNF	
					DORG	*-72
	12310	*				
	12320	*				
02849	2	00000	12330	DS	22	
02850	37	00101	00200	12340	HEAD	RACD RECORDZ
02852	14	00101	000PO	12370	CR	RECORD-70.102
02874	46	02976	01300	12380	BNL	END+122
02886	14	00104	-0000	12390	CR	RECORD-122
02898	46	02966	01200	12400	BE	ENDZ
02910	14	00101	000-0	12401	CR	RECORD-0.T0Z
02922	46	02978	01200	12402	BE	END+122
02934	44	02850	02849	12410	BNF	READ*READ-12
02946	39	00101	00400	12450	WACD RECORDZ	
02958	49	02850	00000	12450	BN	READZ
02966	33	02848	00000	12470	DORG	*-32
02978	42	00000	00000	12490	CF	READ-22
02982					BB	2
					DORG	*-72
	13010	*				
	13020	*				
03101	80	05600	13040	RECORD	DAS	BN.0102Z
02983	40	00000	13050	TITLE	DAC	40.- PROJECT COST
03063	41	00000	13066		DAC	41- PROJECT COMPLETION
03145	10	00000	13070	ER	DAC	10.0.0000

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03166	3 00000 13080 I	DS	32
03169	3 00000 13090 J	DS	32
03173	4 00000 13100 D	DS	42
03178	5 00000 13110 COST	DS	52
03179	1 00000 13111	DC	1.000.2
03184	5 00000 13112 LAMDA	DS	52
03189	5 00000 13120 TII	DS	52
03194	5 00000 13130 EP	DS	52
03199	5 00000 13140 LS	DS	52
03204	3 00000 13150 TJJ	DS	52
03209	3 00000 13160 TF	DS	52
03214	3 00000 13170 FF	DS	52
03219	3 00000 13180 TJJ	DS	52
03224	5 00000 13190 TJJ	DS	52
03233	8 00000 13200 TCUST	DC	8.02
03240	8 00000 13210 MUST	DC	8.02
03243	3 00000 13220 BIG	DS	32
03246	3 00000 13230 FIRST	DS	32
03249	3 00000 13240 LAST	DS	32
03253	4 00000 13250 K	DS	42
03254	1 00000 13251	DC	1.000.2
03258	4 00000 13260 KLAST	DS	42
03263	5 00000 14010 TEST	DS	52
03264	1 00000 14020 FLAG	DS	12
03265	1 00000 14030 CRIT	DS	12
03270	5 00000 14040 SIZE	DC	5.20009.. CHANGE THIS FOR 40 OR 60KZ
03275	5 00000 14046 STRIP	DS	52
03280	5 00000 14050 TI	DS	52
03285	5 00000 14060 TJ	DS	52
	14070 *		2
00402	14080	DEND	JOSSZ

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APPENDIX D - PROGRAM LISTING - CONDENSED DECK

36000720050036002010050040001200275260005900274250001100000260009000269000000000
 2600095002643100000002002600114002742500000000114900012000000000 - 1
 160049049991100432000013100000000001400432060014700414012002001004020046200002
 220323203232203240032401603243000016032530000320010000002001004620052200003
 170285000000440079402848110325300001170255000002600600032702001005220058200004
 22005903253260000003173320316700000320317000003203174000002001005820064200005
 2103232031782103240031732600696031662600708011693204000000002001006420070200006
 1205000000002403166032434700750011002603243031662403169032437001007020076200007
 470078601100260124303169400522000002000000000 - 1007620079800008
 1603263032852101262032432103262032532403263032704602318011002001007940085400009
 26012580225116012460000016032490000260325303243260104903253Z0010085400914000010
 2600961032532600949032534401038040004400994050001203253000012010091400974000011
 46010940120049009020000020000000000 - 10097400998000012
 14032A6000004702358012002603246032534900962000002000000000000 - 10099401042000013
 440096205000140324900000470233801200260327490325349009620000020010103801098000014
 160112804328016011480328516000000000010112400010160000899920010109401154000015
 1101148000J012032430000146011180130016032530000033032640000020010115401214000016
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 470139001300240325303258470121401200441470032644901190000020010133A01394000019
 2403263037404602460110016014440328021014430316926000003263Z0010139001490000020
 32032640000049013460000020000000000* - 10145001474000021
 16015050328021015040324926031840000160153603285210153503249Z0010147001530000022
 260000031842603253032530326400001702484000016016130328520010153001590000023
 21016120316926032630000220326303173160166103285210166003166Z0010159001650000024
 260322600000240322403264601730011001203253000014701544012001001650001710000025
 440178603264490154200000200000000000* - 10171001734000026
 16017600328521017590316626000003263320326400004901684000020010174001790000027
 48000000000017028500000J440222602848330326500001702550000020010178601846000028
 3203167000003203170000001601905032802101904031862603189000020010184401906000029
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 3900101004004901798000020000000000 - 10220402230000035
 31001000298216032750013717026560322516032750022717026560318020010222602286000036
 3900101004004800000000049004020000020000000000 - 102284023220000037
 15031570000149024380000200000000000 - 10231802342000038
 1503157000024902370000020000000000* - 10233802362000039
 1503157000031601095000M8340000000102390314500100380325000100Z0010235802418000040
 490096200000200000000* - 10241802430000041
 150315700004340000000102390314500100380325000100Z0010242602486000042
 260251903270220251803253260317900003203167000003203170000020010248402544000043
 420000000002000000000 - 10254402556000044
 160258003164160258500101250000000000110258500021102580000120010255002610000045
 140258003179470257401200320316400004200000000020000000000 - 10261002658000046
 32032640000026027390265526027460327526027830265526027903275Z0010265602716000047
 4402760032644302760000016000000000004902796000002000000000000 - 10271602764000048

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3303264000002502795000016000000000P01102655000111032750020240010276002820000049	
2602843026554402668000042000000000Z0000000000**	-10282002856000050
3700101005001400101000P0460297801300140010400000460296601200Z010285002910000051	
140010100000460297801200402850002849390010100400490285000000Z010291002970000052	
3302848000042000000000Z0000000000	-10296602990000053
K0000057595651454363004356545754563495655000000000000Z000000000001010298203032000054	
Z0000000000	1010303203062000055
57595651454363004356545754563495655000000000000Z00000000001010306203112000056	
Z0000000000 *	1010311203144000057
M559595659007000000Z0000000000	1010314403164000058
Z0000000000	1010317903180000059
Z0000000000	1010322503241000060
Z0000000000	1010325403255000061
K0009Z0000000000	1010326603271000062
L600000005004900000Z00000000*0	-10009600115000063
36001000050036001720050036002440050036001600500360000000500000000 * - 64	
10203040002040608000306090210040802161005001510200602181420020000065	
70411282008061472300908172630000000005060708090012141618151811242720242Z00000066	
82236352035304540363248445532494653604846546275445362718012345678912345620000067	
7890234567890J34567890JK4567890JKL567890JKL67890JKLMN7890JKLMN0890JKLMNZ000068	
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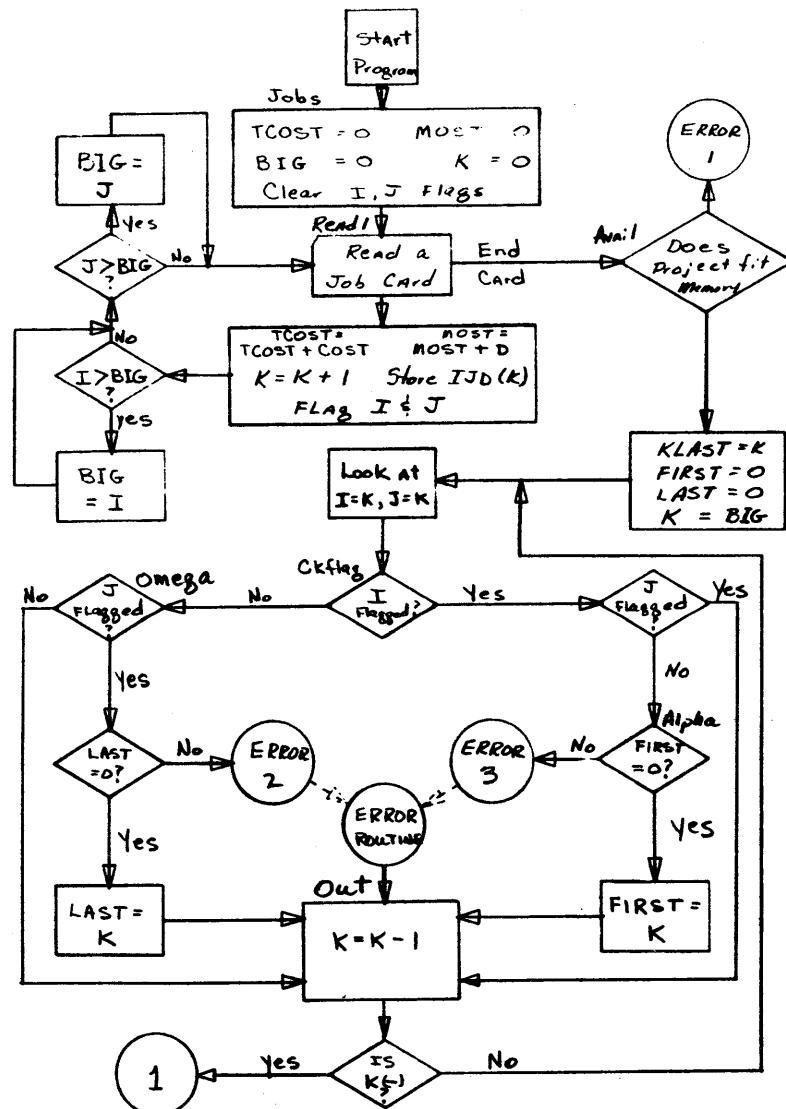
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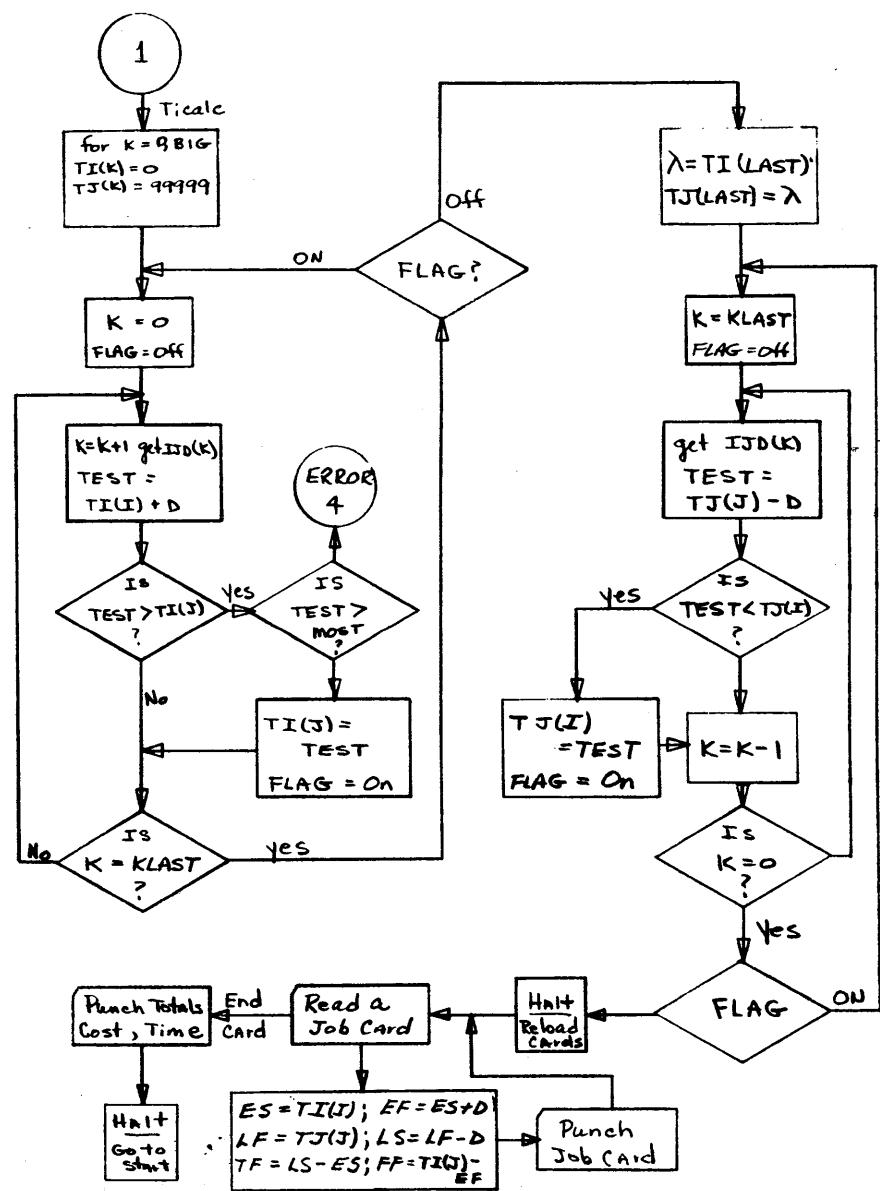
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Exercise 1: The House

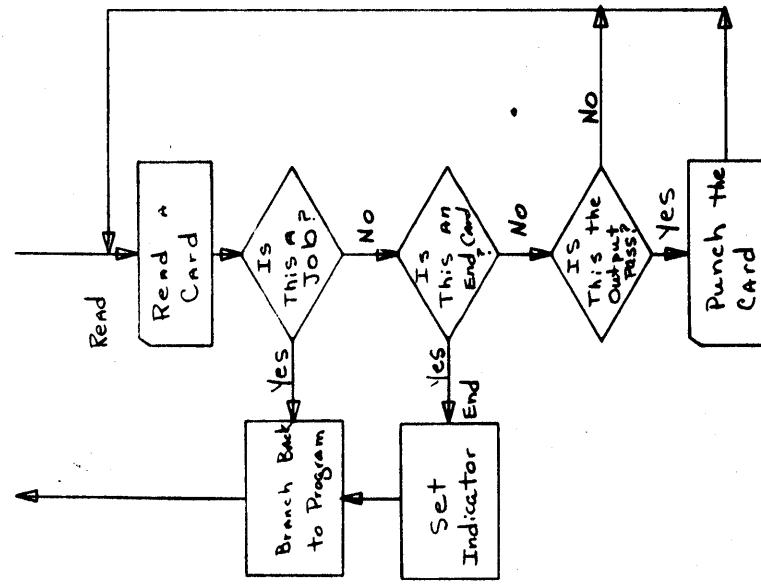
26.



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Read Routine